TEKKEN 6

ART BOOK

ARTWORK

JIN KAZAMA
風間 仁

KAZUYA MISHIMA
三島 一八

HEIHACHI MISHIMA
三島 平八

LARS ALEXANDERSSON
ラース・アレクサンダーソン

ALISA BOSCONOVITCH
アリサ・ボスコノビッチ

LEO
レオ

ZAFINA
ザフィーナ

MIGUEL
CABALLERO ROJO
ミゲル・カバジェロ・ロホ

BOB
ボブ

ARMOR KING
アーマー・キング

RAVEN
レイヴン

LILI
リリ

DRAGUNOV
ドラグノフ

JULIA CHANG
ジュリア・チャン

KING
キング

ASUKA KAZAMA
風間 飛鳥

FENG WEI
馮 威（フェン・ウェイ）

BRYAN FURY
ブライアン・フューリー

LING XIAOYU／PANDA

凌 暁雨（リン・シャオユウ）／パンダ

YOSHIMITSU
吉光

CHRISTIE MONTEIRO
クリスティ・モンテイロ

HWOARANG
花郎（ファラン）

MARSHALL LAW／STEVE FOX
PAUL PHOENIX
マーシャル・ロウ／スティーブ・フォックス／ポール・フェニックス

LEE CHAOLAN

李 超狼（リー・チャオラン）

LEI WULONG
雷 武龍（レイ・ウーロン）

NINA WILLIAMS
ニーナ・ウィリアムズ

ROGER JR.
ロジャー・ジュニア

WANG JINREI
王 椋雷（ワン・ジンレイ）

MOKUJIN
木人

DEVIL JIN
デビル仁

CHARACTERS' HISTORY

JIN KAZAMA

Jin, son of Kazuya Mishima and Jun Kazama, appears in the series from Tekken 3. He has been portrayed as the story's protagonist the longest but the developers had envisioned from the start Jin becoming a villain later in the series.

TEKKEN 6

TEKKEN 5

TEKKEN 3

TEKKEN 3

TEKKEN 4

TEKKEN TAG TOURNAMENT

TEKKEN 5 DARK RESURRECTION

KAZUYA MISHIMA

The large scar on Kazuya's chest formed when he was thrown off a cliff by his father, Heihachi. Kazuya has been at odds with his father ever since.

Like his son Jin, Kazuya can transform into a devil.

While Jin is unable to control the transformation, Kazuya can transform at will.

TEKKEN 6

TEKKEN 5 DARK RESURRECTION

TEKKEN 1

TEKKEN 2

TEKKEN 4

TEKKEN 5

TEKKEN TAG TOURNAMENT

HEIHACHI MISHIMA

Heihachi is not only the founder of Mishima Style Fighting Karate;
he built up the Mishima Zaibatsu to an organization with influence worldwide.
He is the only one in the Mishima bloodline without the devil gene,
but he is tough enough to withstand an explosion that would kill an ordinary man.

TEKKEN 5

TEKKEN 1

TEKKEN 4

TEKKEN 5 DARK RESURRECTION

TEKKEN 3

TEKKEN 6

TEKKEN TAG TOURNAMENT

TEKKEN 2

ASUKA KAZAMA

Asuka is related to Jun Kazama and is a cousin to Jin.
The origin of the name 'Asuka' comes from the Asuka River in Nara prefecture. As such,
it was then decided that she would be from the Kansai region of Japan,
which also helped shape her personality.

TEKKEN 6

TEKKEN 5

風間飛鳥

TEKKEN 5

TEKKEN 5

TEKKEN 5 DARK RESURRECTION

LING XIAOYU

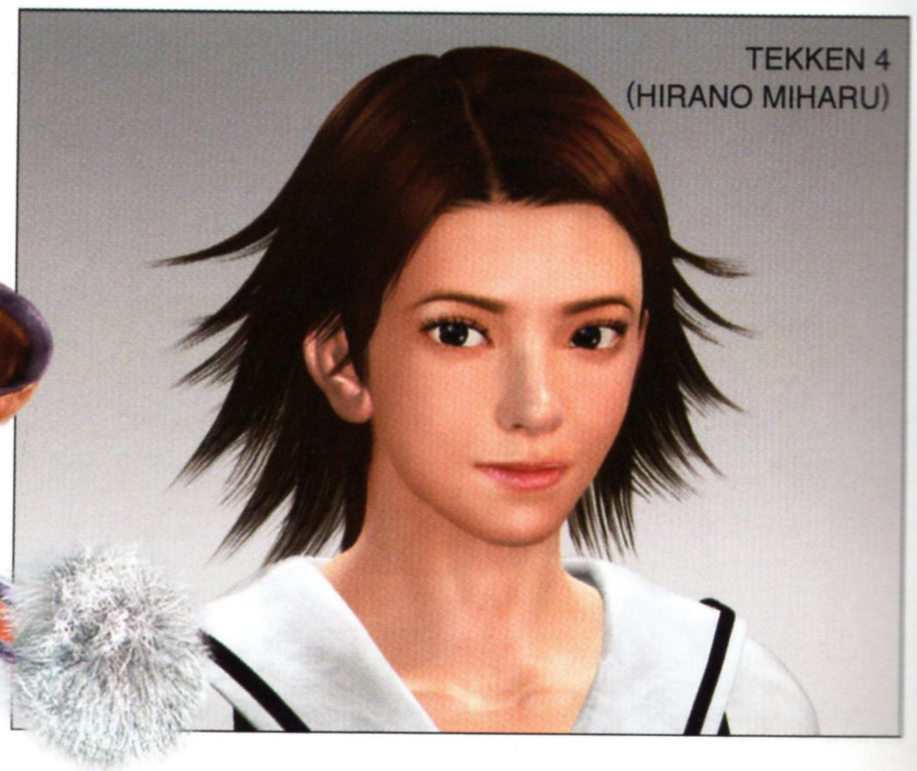
凌・シャオユウ

暁雨

Xiaoyu first appeared in TEKKEN 3.
As a student of Mishima Polytechnical School,
she also had a school uniform as an alternate costume.
In the console version of TEKKEN 4,
Xiaoyu's best friend Miharu Hirano can be selected as an alternate costume.

TEKKEN TAG TOURNAMENT

TEKKEN 4


TEKKEN 4
(HIRANO MIHARU)

TEKKEN 6

TEKKEN 3

TEKKEN 3

TEKKEN 4

TEKKEN 5

TEKKEN 5 DARK RESURRECTION

PAUL PHOENIX

ポールフェニックス

Appearing throughout the series, Paul can be said to be the face of TEKKEN after Heihachi.

His red judo uniform is his trademark.

He was 25 at the time of TEKKEN.

After becoming burdened with debt, he appears to age greatly with each installment.

TEKKEN 6

TEKKEN 5 DARK RESURRECTION

TEKKEN 3

TEKKEN 5

TEKKEN TAG TOURNAMENT

TEKKEN 1

TEKKEN 2

TEKKEN 4

NINA WILLIAMS

ナイナ・ウィリアムズ

Nina's sister and fierce rival Anna is typically identifiable by her red clothing,
while Nina tends to appear in blue.
She was suspended in cold sleep for 20 years.
Although her records show her to be in her 40's, she has the body of a woman in her 20's.

TEKKEN 1

TEKKEN 5 DARK RESURRECTION

TEKKEN 5

TEKKEN 3

TEKKEN 4

TEKKEN 6

TEKKEN TAG TOURNAMENT

TEKKEN 2

KING

Currently the second King.

No characters officially die in TEKKEN, but pro-wrestlers are an exception.

The first King and first Armor King were both killed.

This was done by the development team to add an element of drama.

TEKKEN 4

TEKKEN 5

TEKKEN 5 DARK RESURRECTION

TEKKEN 1

TEKKEN 2

TEKKEN 3

JACK

Jack is easily recognized by his tank top and camouflage pants.
He had extremely short legs and an unbalanced character model in the original TEKKEN,
but was closer to a human shape in TEKKEN 2.
The shape of JACK in TEKKEN 5
was a return to the earlier form.

TEKKEN 5 DARK RESURRECTION

TEKKEN 6

TEKKEN TAG TOURNAMENT

TEKKEN 5

TEKKEN 3

TEKKEN 2

TEKKEN 1

YOSHIMITSU

Yoshimitsu had Japanese style armor in TEKKEN 1 and 2. In TEKKEN 3, the character design was changed drastically, maintaining a Japanese feel while appearing to also be inspired by aliens or insects. Fans often say he looks inhuman but the character setting is that there is actually a human inside the armor.

TEKKEN 5 DARK RESURRECTION

TEKKEN 6

TEKKEN 4

TEKKEN 5

TEKKEN 3

TEKKEN 1

TEKKEN 1

TEKKEN 2

Other Characters

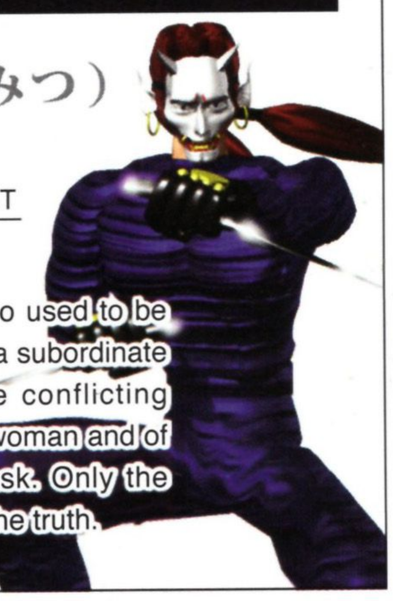
The following are characters that have made a brief appearance in past installments. However, their impact and appeal rival that of the main cast. Here is an introduction of a few of them.

KUNIMITSU

州光（くにみつ）

TEKKEN, TEKKEN 2,
TEKKEN TAG TOURNAMENT

Kunimitsu is a kunoichi who used to be part of the Manji party and a subordinate of Yoshimitsu. There are conflicting rumors of both a beautiful woman and of a monster behind the mask. Only the development team knows the truth.



DEVIL KAZUYA

デビルカズヤ

TEKKEN

Devil Kazuya was a hidden character unlockable in the console version of TEKKEN.

ANGEL

エンジェル

TEKKEN 2,
TEKKEN TAG TOURNAMENT

Playable as the 2P costume of Devil. The reach and hit detection are different than Devil, requiring the player to adapt.

JUN KAZAMA

風間 準

TEKKEN 2,
TEKKEN TAG TOURNAMENT

Jin Kazama's mother. Jin believes his mother was killed by Ogre, but the official setting is that she has gone missing.

DEVIL

デビル

TEKKEN 2,
TEKKEN TAG TOURNAMENT

The final boss in TEKKEN 2. Devil is able to shoot a beam from his forehead.

ALEX

アレックス

TEKKEN 2,
TEKKEN TAG TOURNAMENT

Bred by combining Roger's DNA with that of a dinosaur to create a mini-dinosaur.

OGRE

オーガ

TEKKEN 3,
TEKKEN TAG TOURNAMENT

Final boss in TEKKEN 3. Ogre is in the form of an ancient Mayan hero.

TRUE OGRE

トゥルー・オーガ

TEKKEN 3,
TEKKEN TAG TOURNAMENT

The final transformation of Ogre. The transformation was a result of absorbing the spirit power of Heihachi. However, the hit detection change resulted in a weakened character.

TIGER JACKSON

タイガー・ジャクソン

TEKKEN 3,
TEKKEN TAG TOURNAMENT

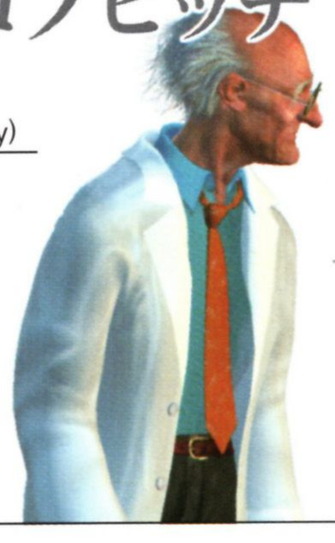
A mysterious dancer, this was originally an earlier design concept and name for Eddy that wasn't used.

Dr.BOSCONOVICH

Dr.ボスコノビッチ

TEKKEN 3 (Consol ver. only)

Brilliant scientist and friend of Yoshimitsu. Alisa is said to be created in the form of his deceased daughter.

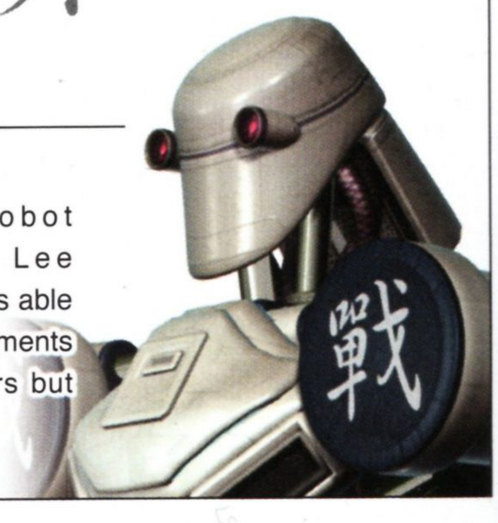


COMBOT

コンボット

TEKKEN 4

A humanoid robot developed by Lee Chaolan. Combot is able to mimic the movements of other characters but has many defects.

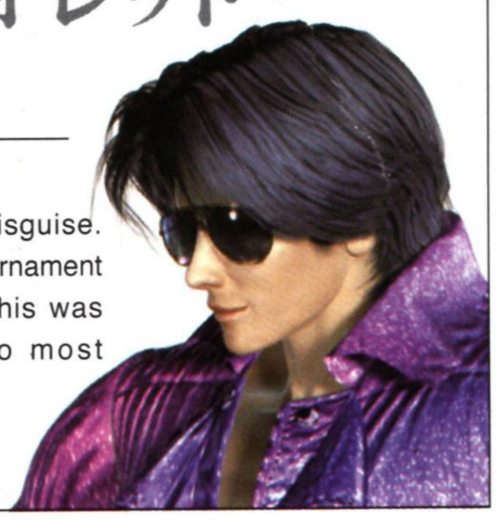


VIOLET

ヴァイオレット

TEKKEN 4

Lee Chaolan in disguise. Lee entered the tournament under cover but this was fairly obvious to most TEKKEN fans.

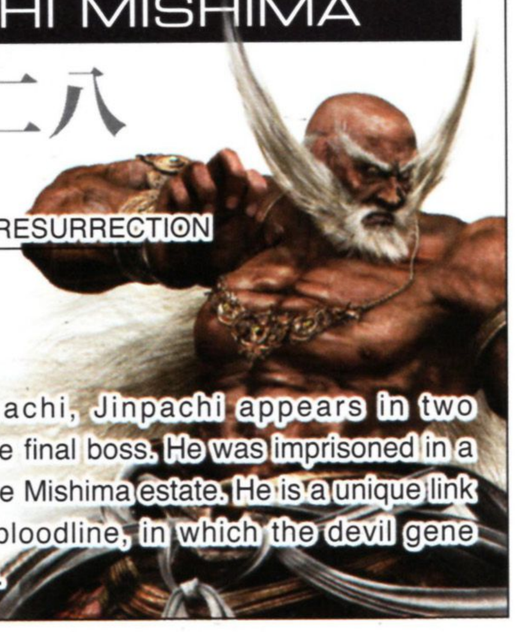


JINPACHI MISHIMA

三島 仁八

TEKKEN 5,
TEKKEN 5 DARK RESURRECTION

Father of Heihachi, Jinpachi appears in two installments as the final boss. He was imprisoned in a chamber under the Mishima estate. He is a unique link in the Mishima bloodline, in which the devil gene appears after him.



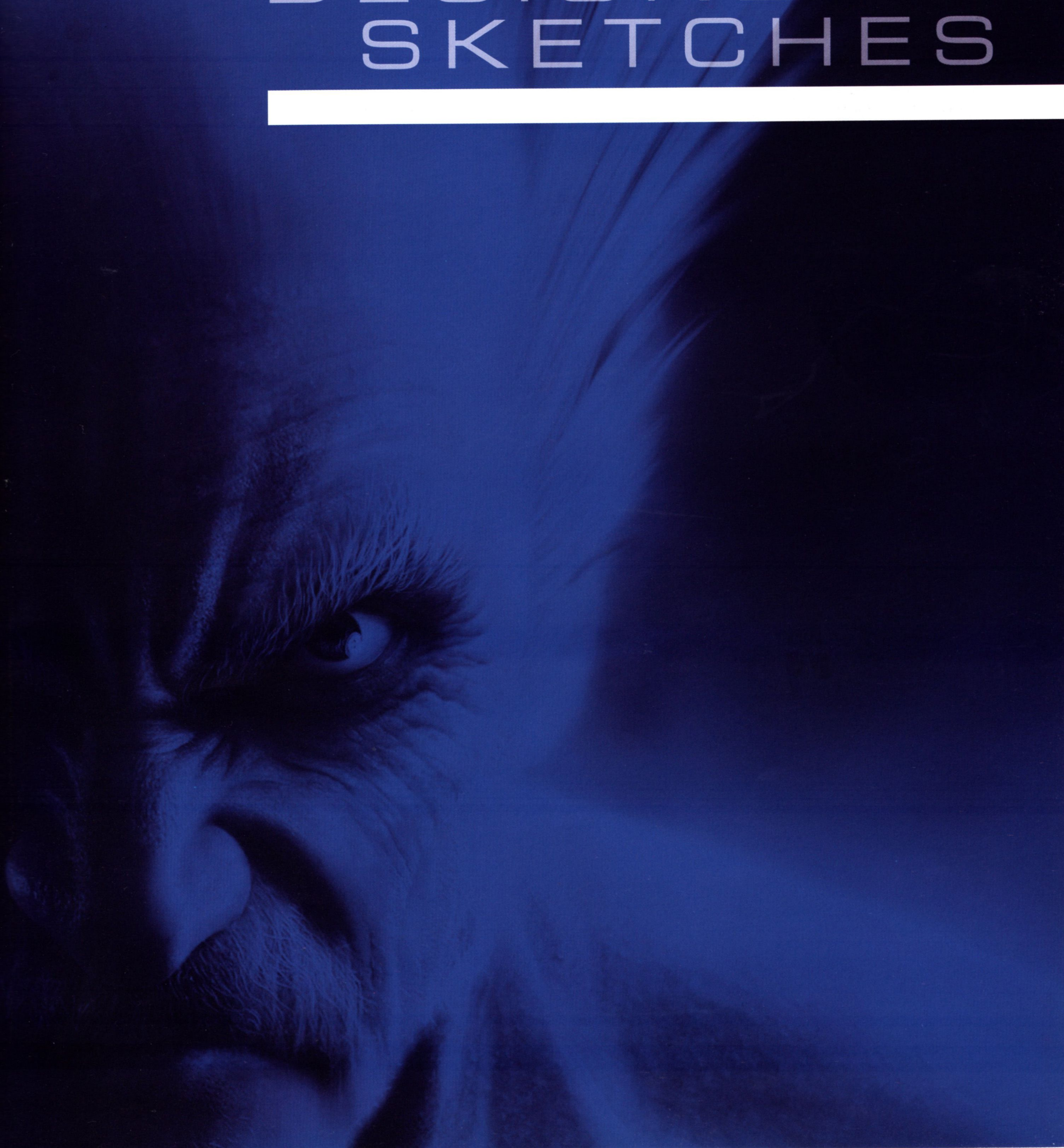
UNKNOWN

アンノウン

TEKKEN TAG TOURNAMENT

The final boss in TEKKEN TAG TOURNAMENT. First cast as Jun's younger sister in the story setting, this was later dropped.

DESIGNERS' SKETCHES

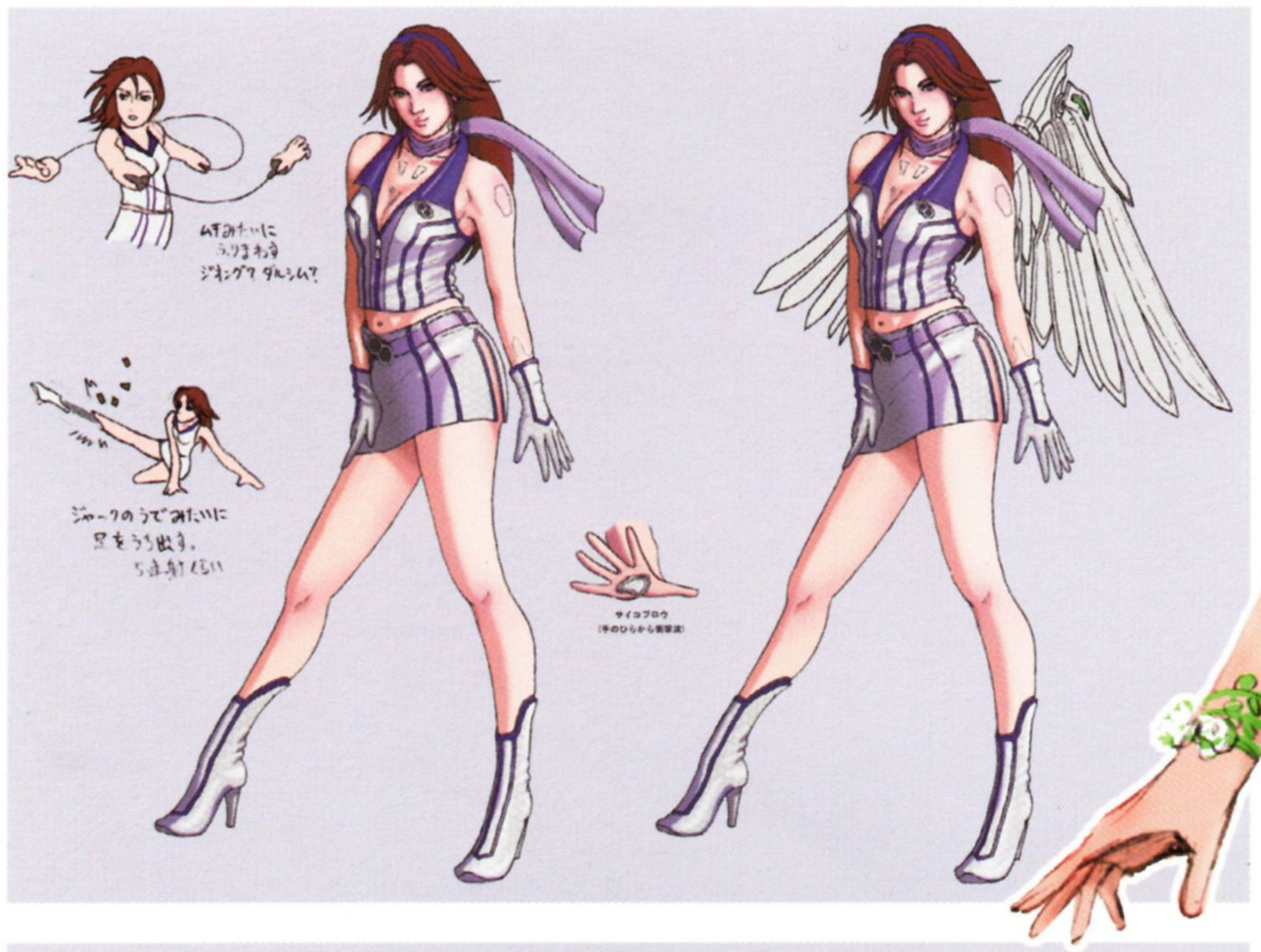


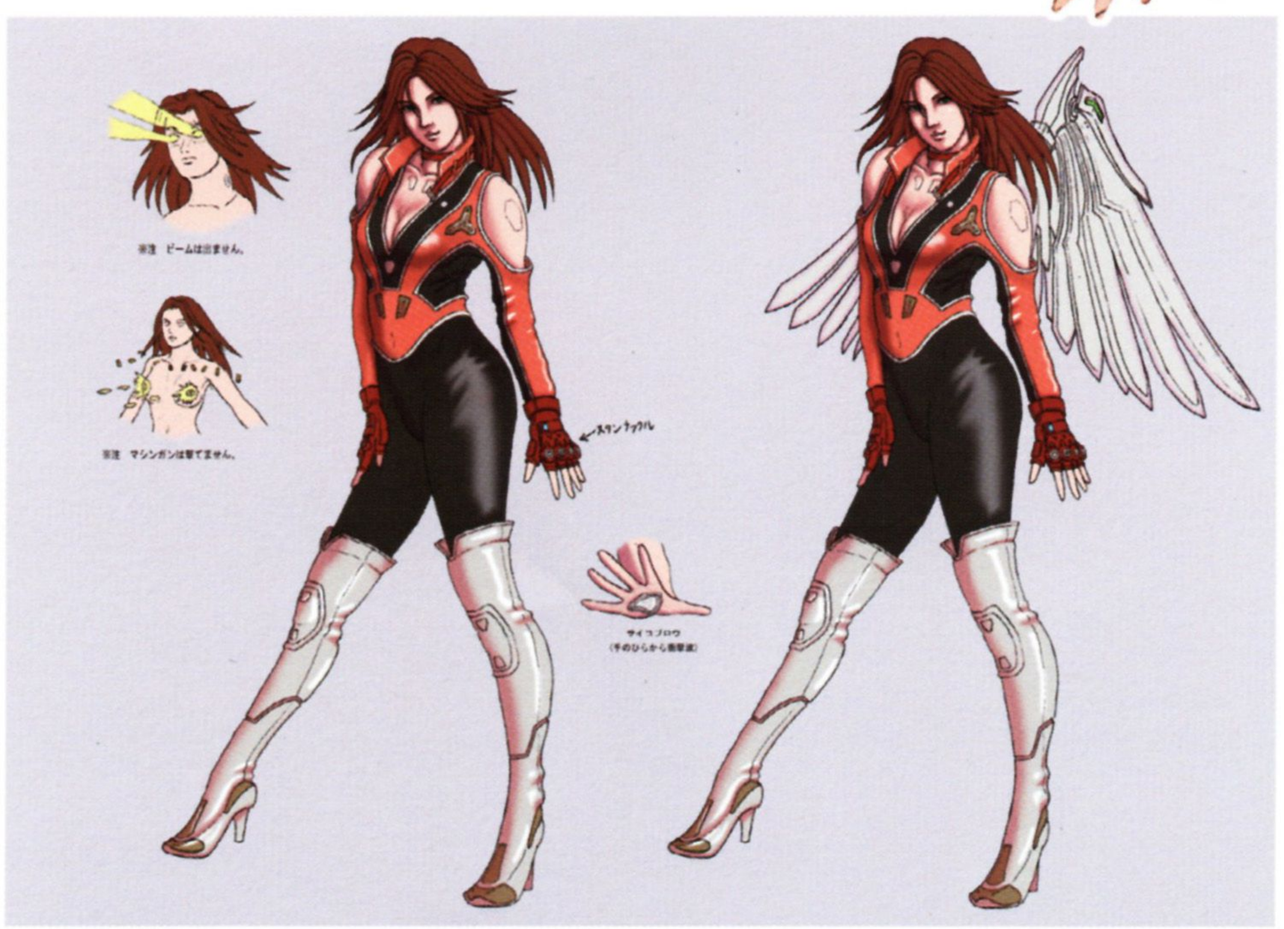
FEMALE CHARACTERS

Elegant, yet violent, female characters are entrancing as they battle their rivals.
These almost hypnotic characters are drawn by several artists on the team.
Some of these every day expressions are not shown in game and are only seen here.

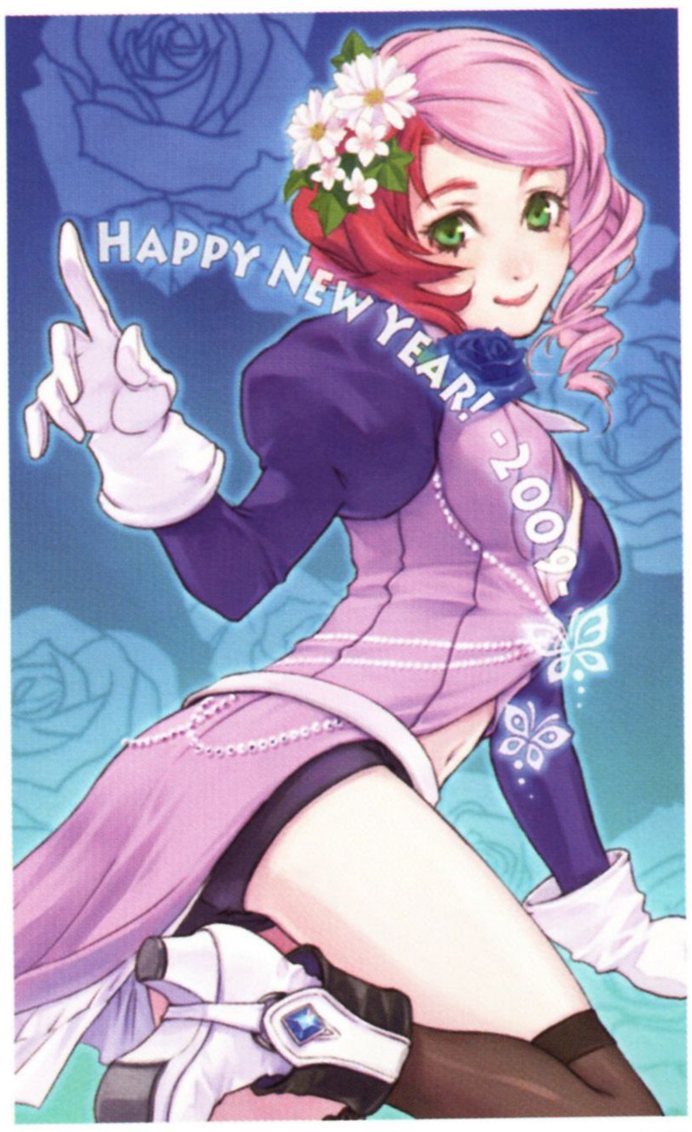
ALISA

The director had already decided from the start that this character would be able to fly, remove her head, and have chainsaws come out of her arms. Some of these features were altered in one of the versions sold abroad.

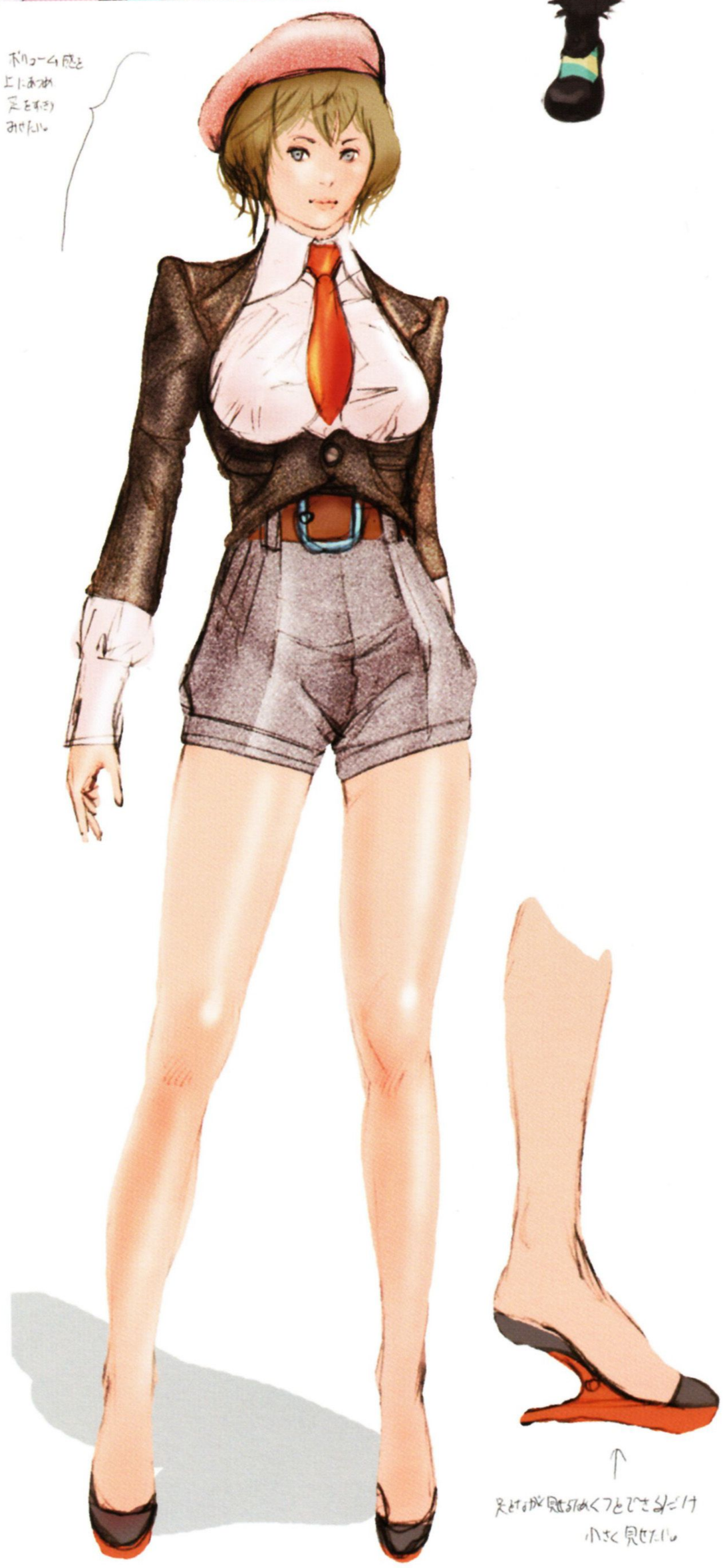




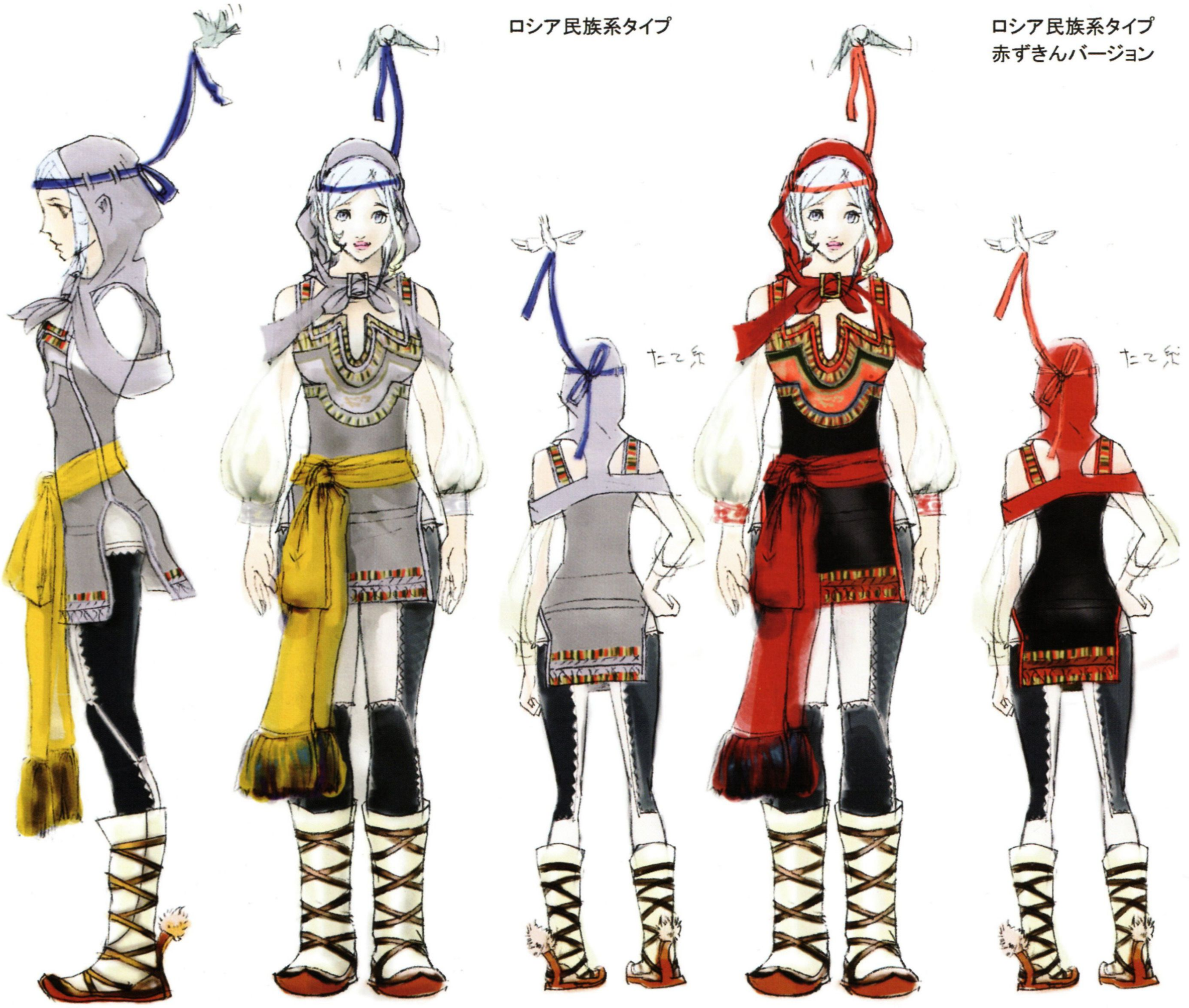
Happy
New
Year
-2009-

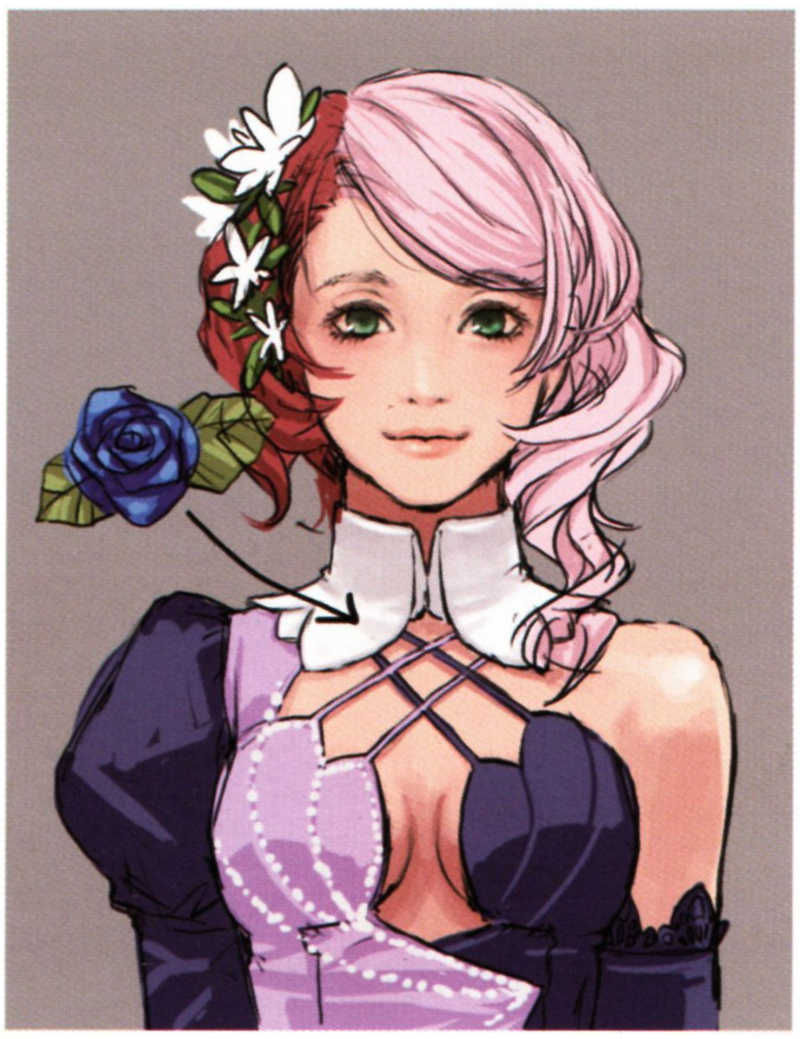

HAPPY NEW YEAR! -2009-

大きめのベレー
ライト
ブラウン系髪色
グレー系目
はだ。
セクシー♡

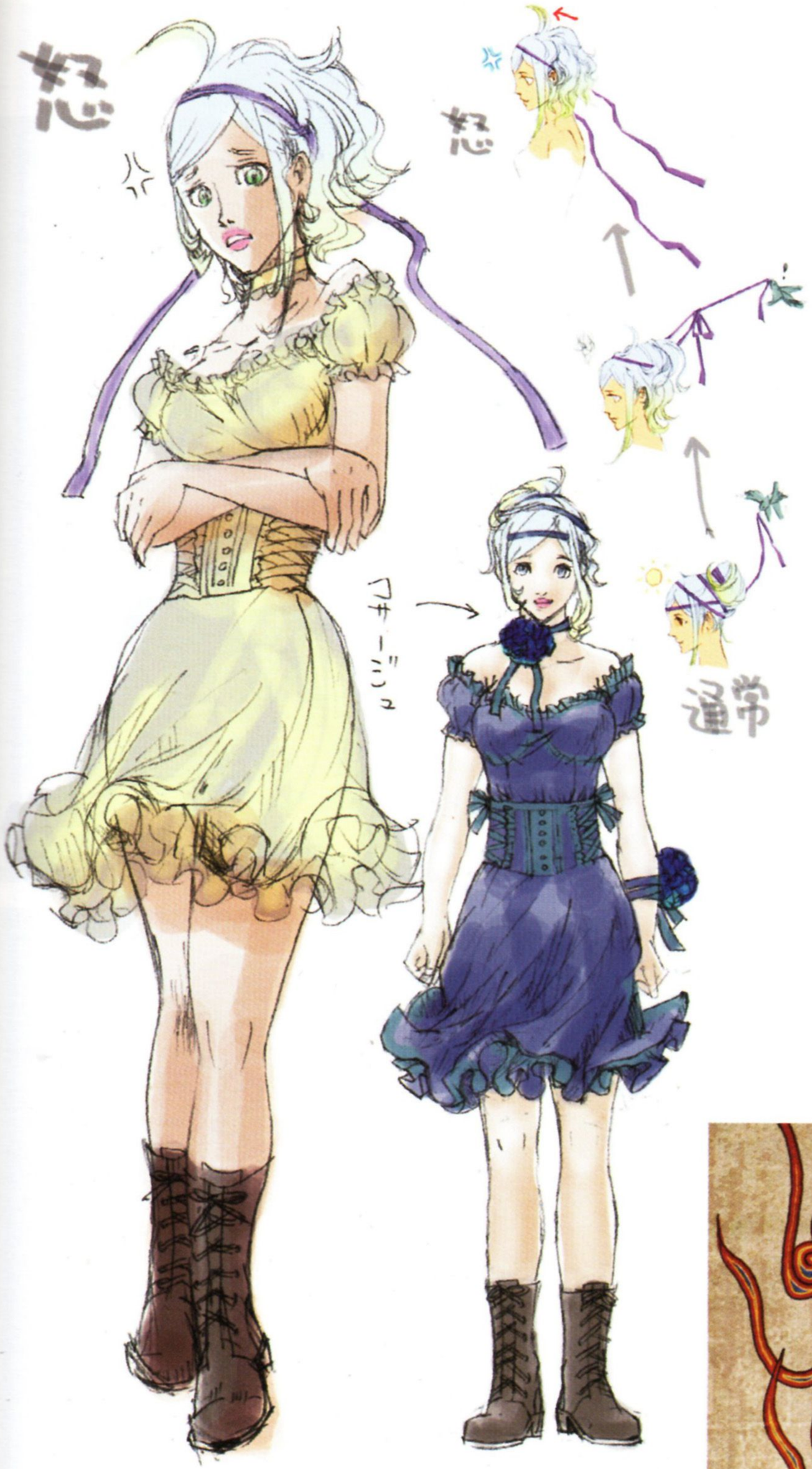

ボリューム感を
上にあつめ
足をすっきり
みせたい。
足とすがく見せるためくつとできるだけ
小さく見せたい。

ALISA

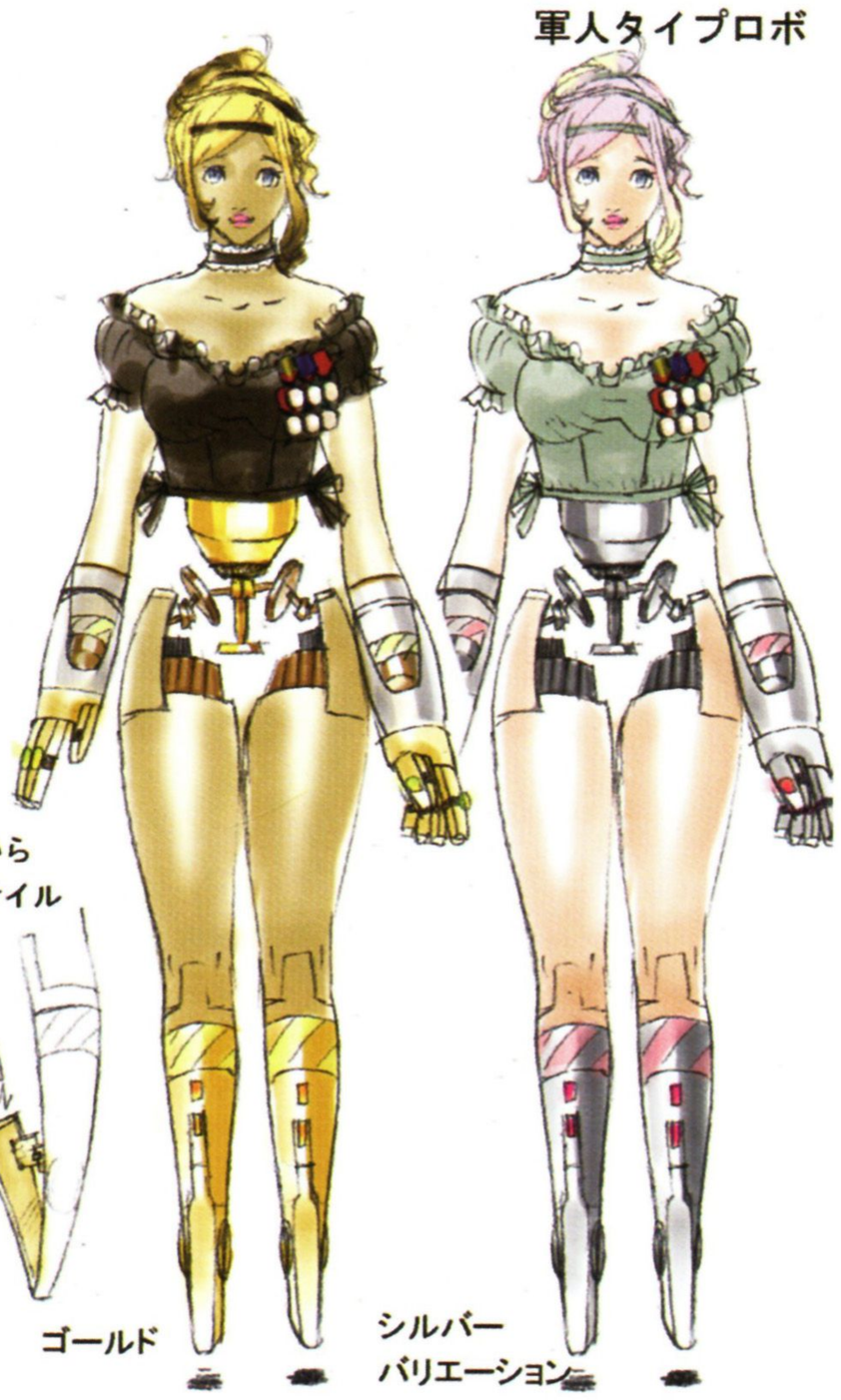

ロシア民族系タイプ
ロシア民族系タイプ
赤ずきんバージョン
たて糸
たて糸



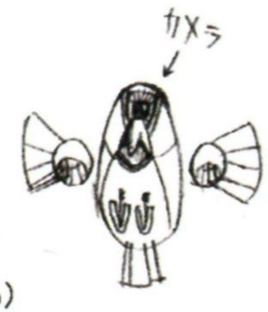
グローブ
肩紐…どうが、
指先に核物2つ
ぶら下がっている
(クロダンジグローブみたく)
シルバーはいポラン
ここの手紗は
お尻程度ボリューム
が欲しいです。
アスカのプローブと
同等か、それ以上?
太ももの
2~3個
ベルトに
くっついてる。
黒のショートパンツ
コレそのものが
あまり主張しすぎない
素材のものがいいです
(レザーなどは印象が
ハードすぎるので×)
薄いジャージの
おさえめのベロア
とかいかがでしょうか
ベルト(個村団)
フラロ装飾
(ラインストーンなど)
がうスピーズ? スワロ?
違ったヤツセが
ぶら下がっている
素材は白い皮です
グローブ、ブーツと「質感をそろえている
方がかっこ…。
つま先
不自然じゃない
程度に
厚みがあると
いいかも…



軍人タイプロボ



人格変化アイデア

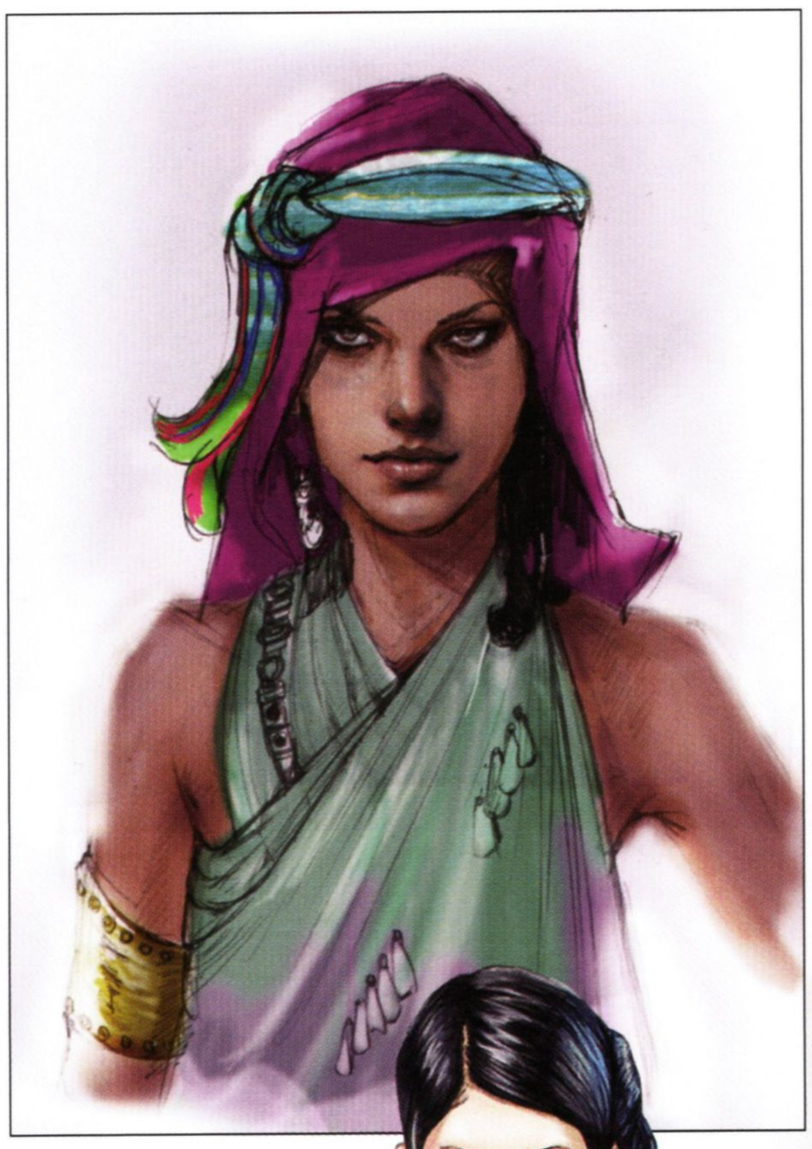


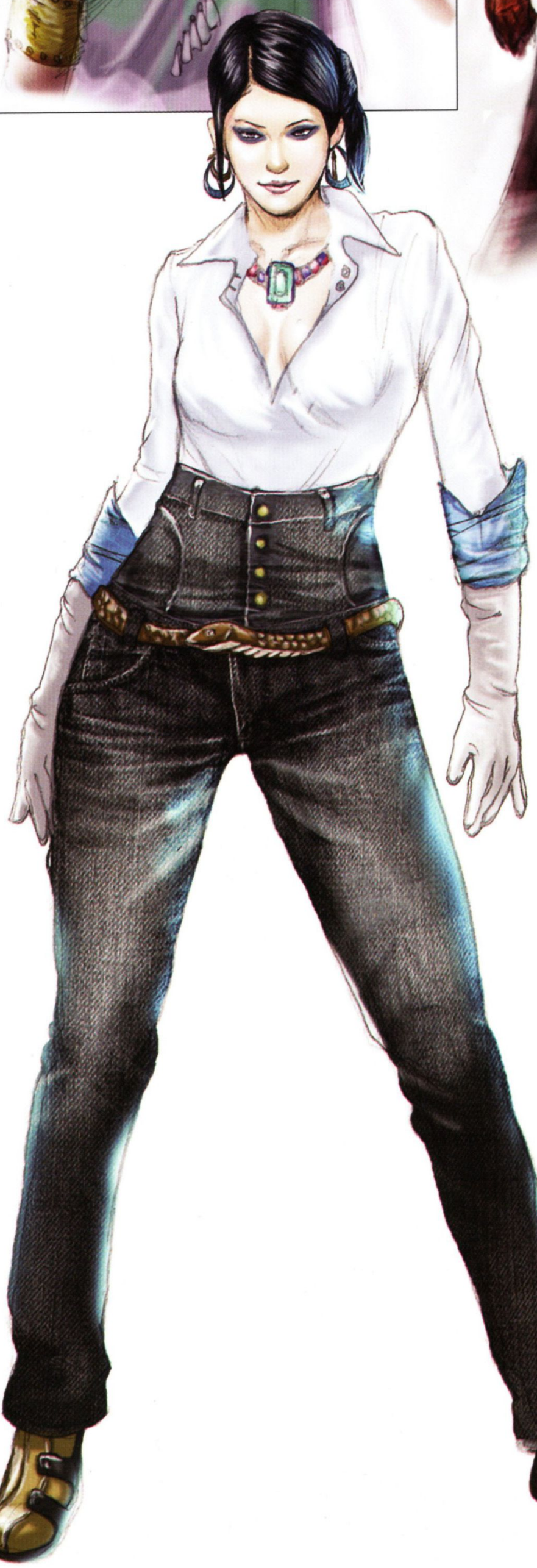
ボスコノビッチ博士
が監視しできる飛行型ロボ
（常に一緒にくっついている）

パワーを制御しているリボン（または髪留め）
が頭部から外れると暴力的になる・・・
※孫悟空の輪っかのようなしくみ

ZAFINA

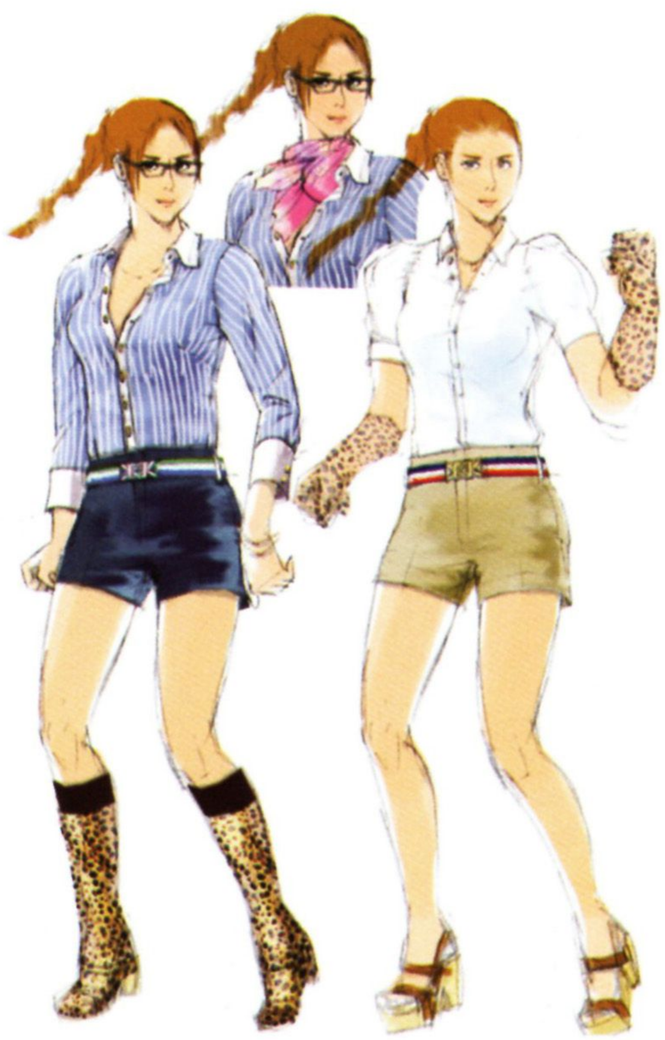
Zafina is from the Middle East, which makes her stand out from the other characters. Her nationality hasn't been made public. Her main concept is in the character motion, which is creepy and resembles that of an insect.





LILI

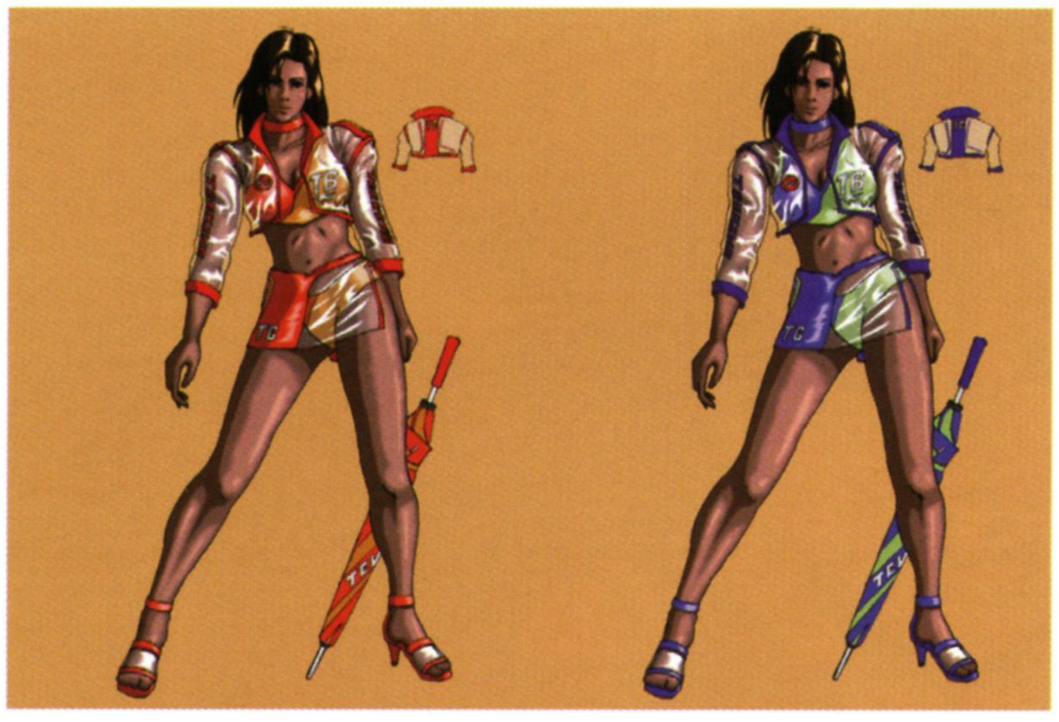
JULIA



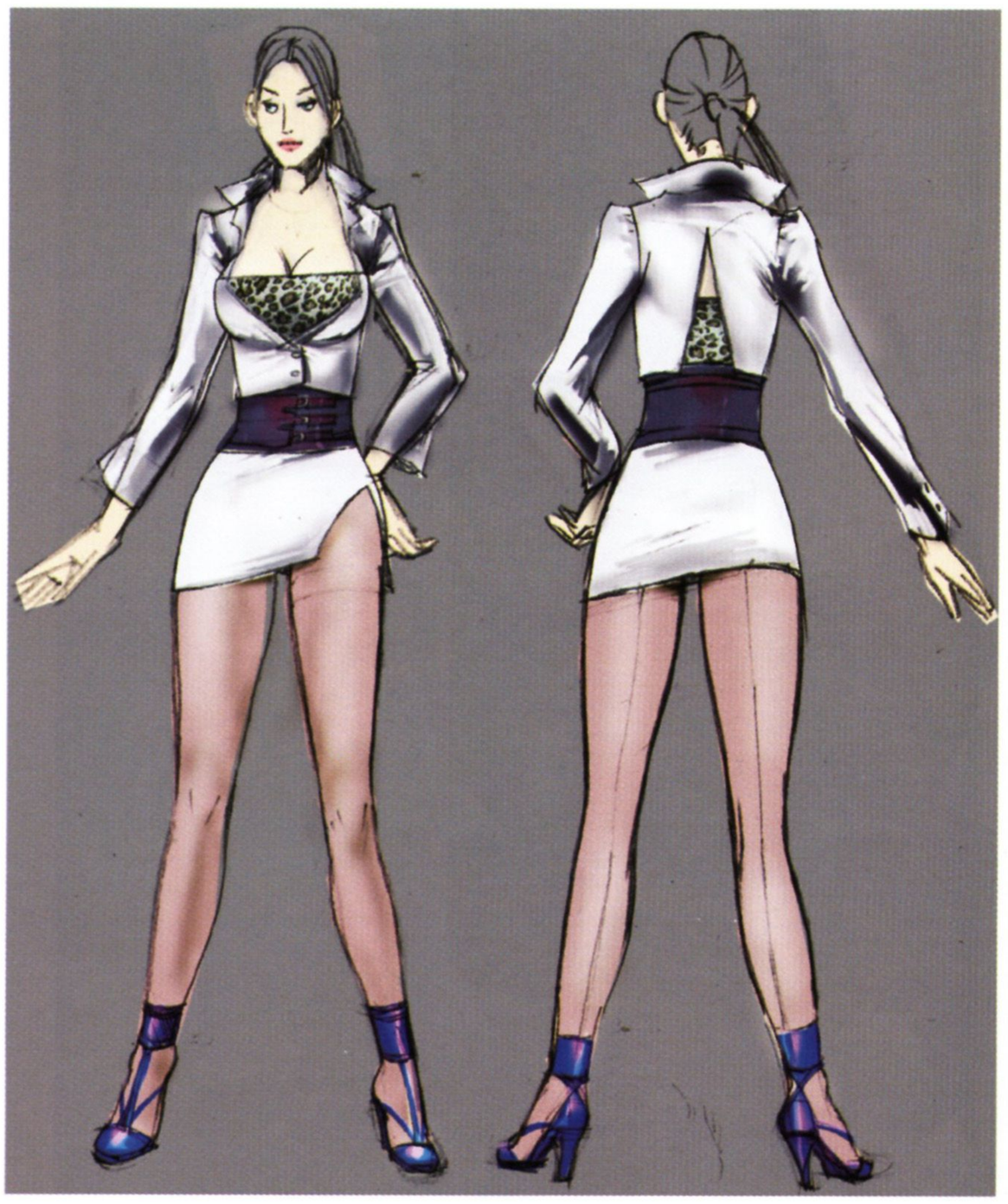
ASUKA

XIAOYU

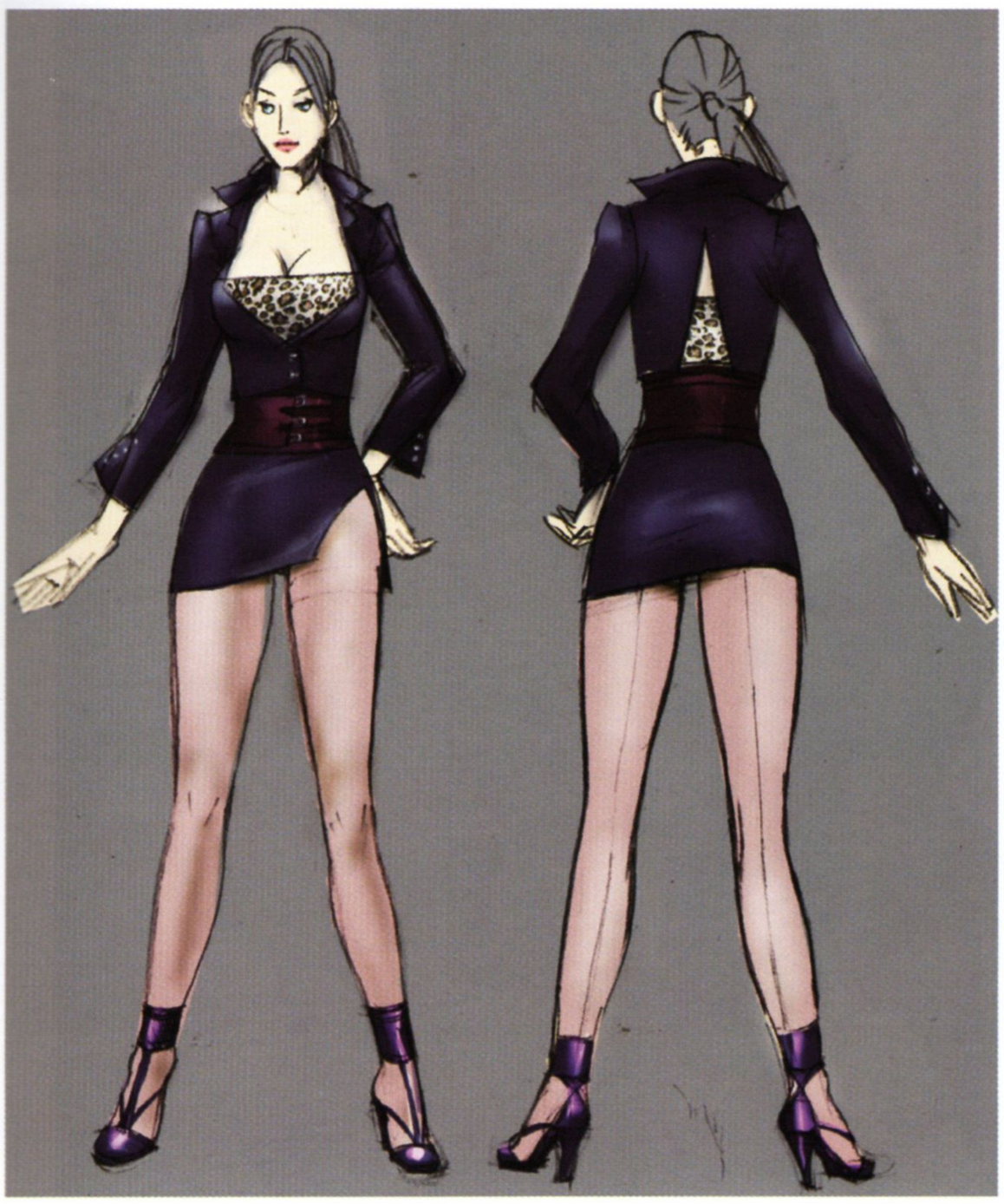
CHRISTIE



NINA



ANNA

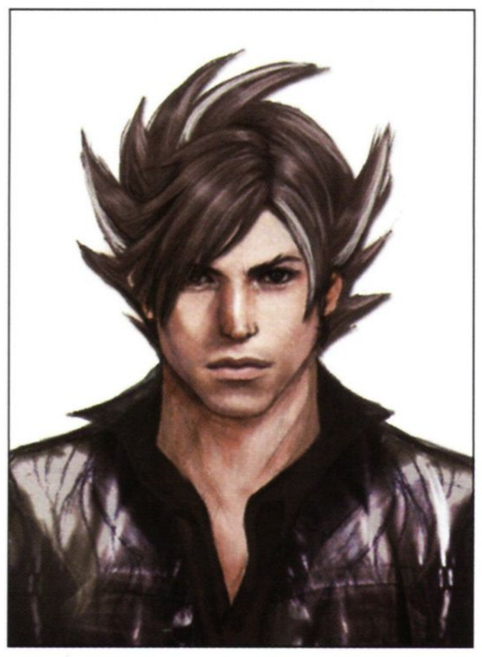


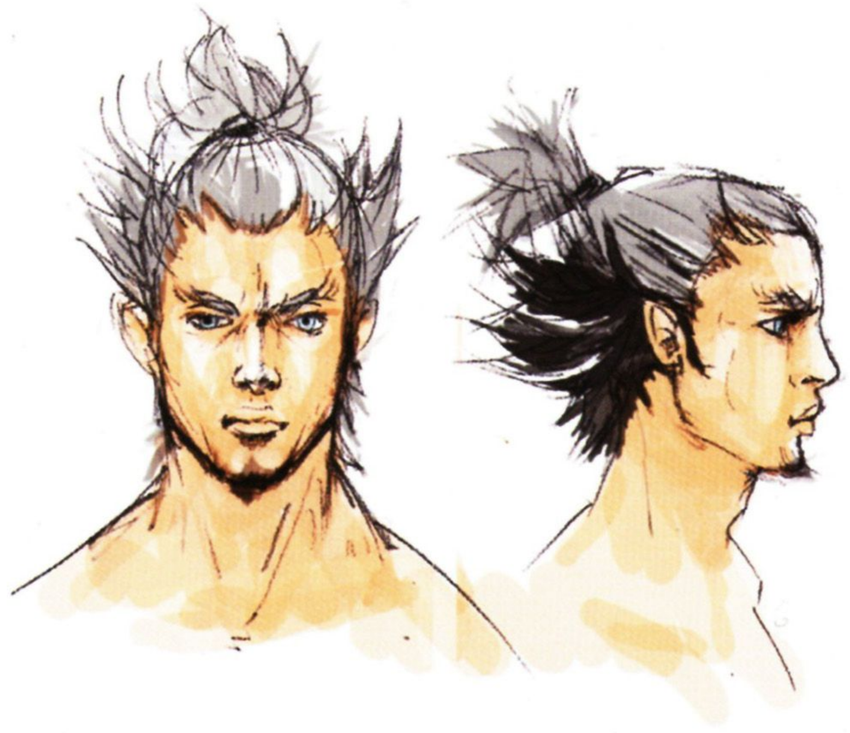
MALE CHARACTERS

Being able to change the look of your character and fight other players is one of the key elements of enjoying TEKKEN.
Some of the customized costumes are far from suitable for fighting,
but hardly appear out of place because of the uniqueness of the characters.

LARS

Half Swedish, Lars is the son of Heihachi Mishima. The development team had planned to include a Tekken Force character from around TEKKEN 3. His name was decided after receiving feedback from the Swedish embassy in Japan.

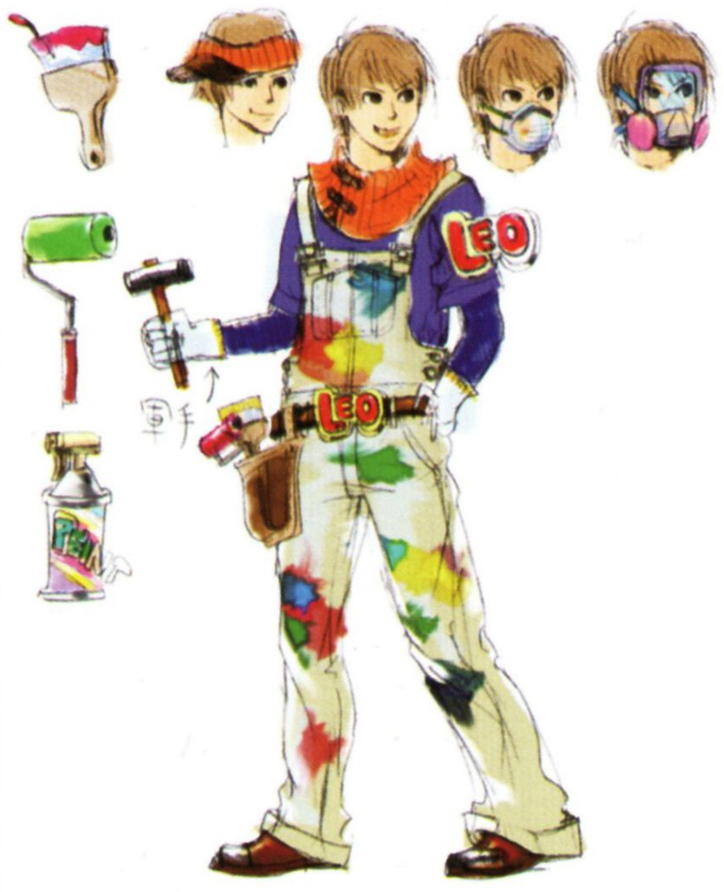


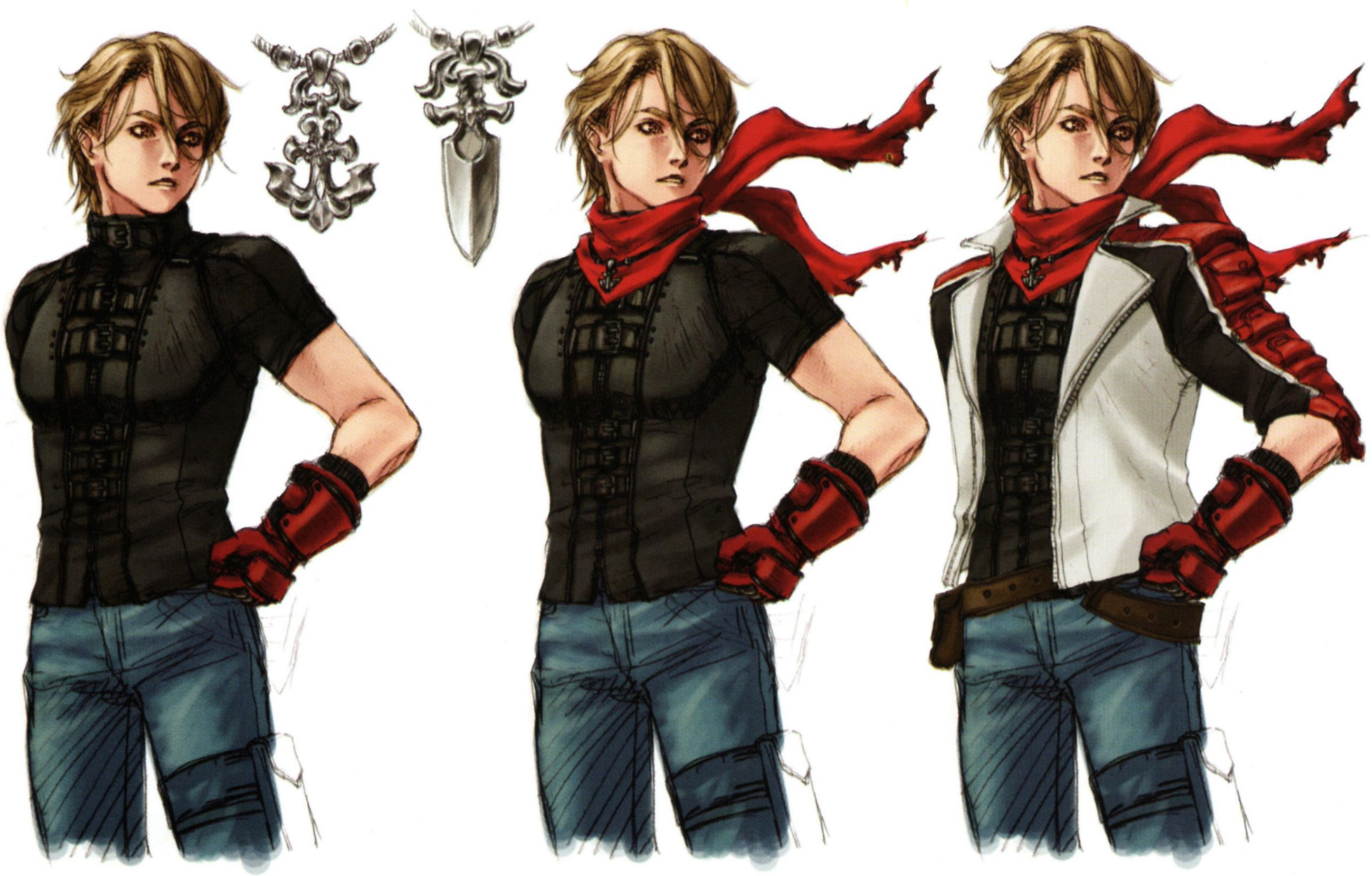


賀
正

LEO

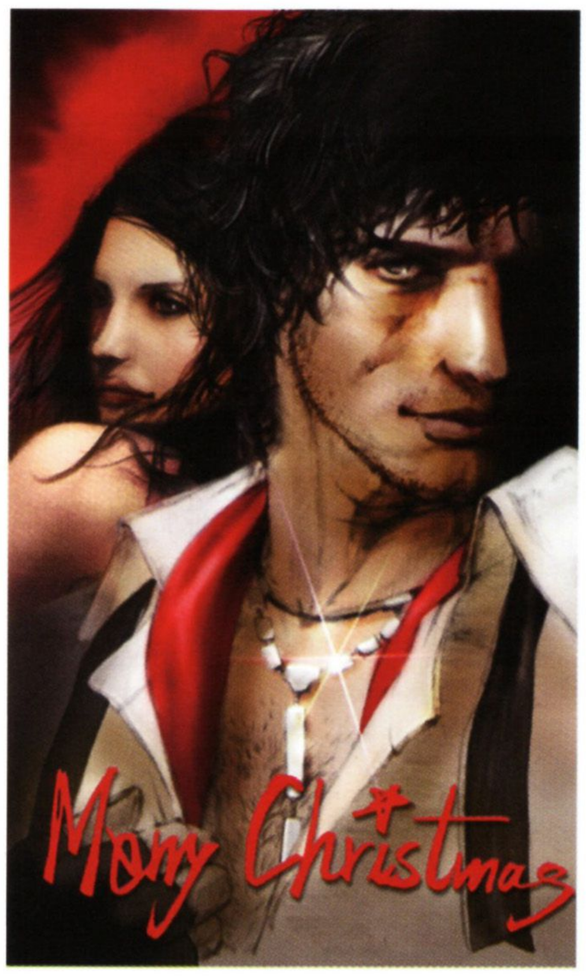
Leo is the first character from Germany. From the start, the development team wanted to create a character that would be loved by fans regardless of gender so they made the gender of Leo ambiguous on purpose. Of course, Leo is just a nickname based on the character's name.





MIGUEL

Miguel is the first Spanish character in TEKKEN. He's a novice when it comes to fighting arts, preferring to brawl. The development team had a difficult time creating animation that matched his setting as a novice to martial arts; the overemphasized motions and off-balanced movements, for example.

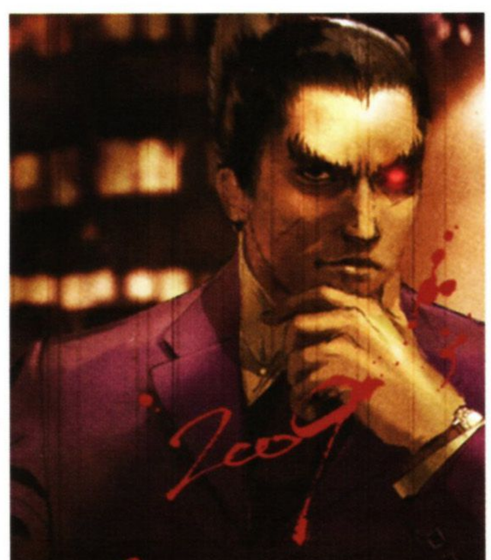


BOB

The concept of Bob is in the gap between his appearance and his character. Although he is obese, he is very nimble. He's actually quite stoic with a strong sense of justice making him a strong and cool character. His full name is Robert Richards.

JIN

KAZUYA



HEIHACHI

ARMOR KING

アメフト

アメフトメット
アメフト上半身
アメフトパンツ
アメフトレガース
リストバンド

スーツ

スーツジェケット
Yシャツ
スーツパンツ
革靴

グラディエーター

兜
胴鎧
肩アーマー
鎧腰下
すね当て靴
盾

RAVEN

MARDUK

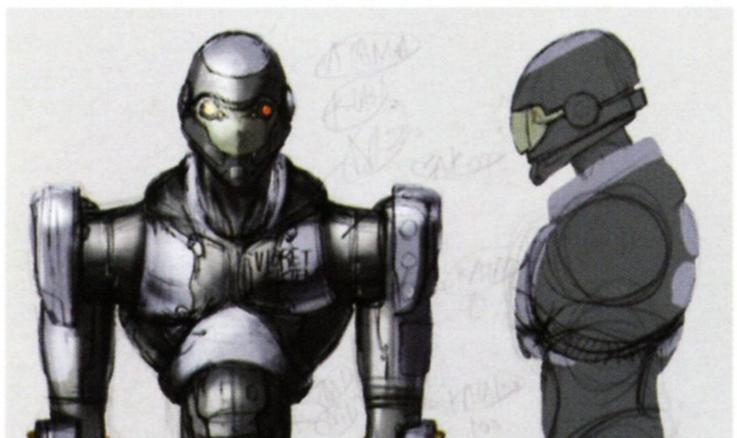
DRAGUNOV

FENG

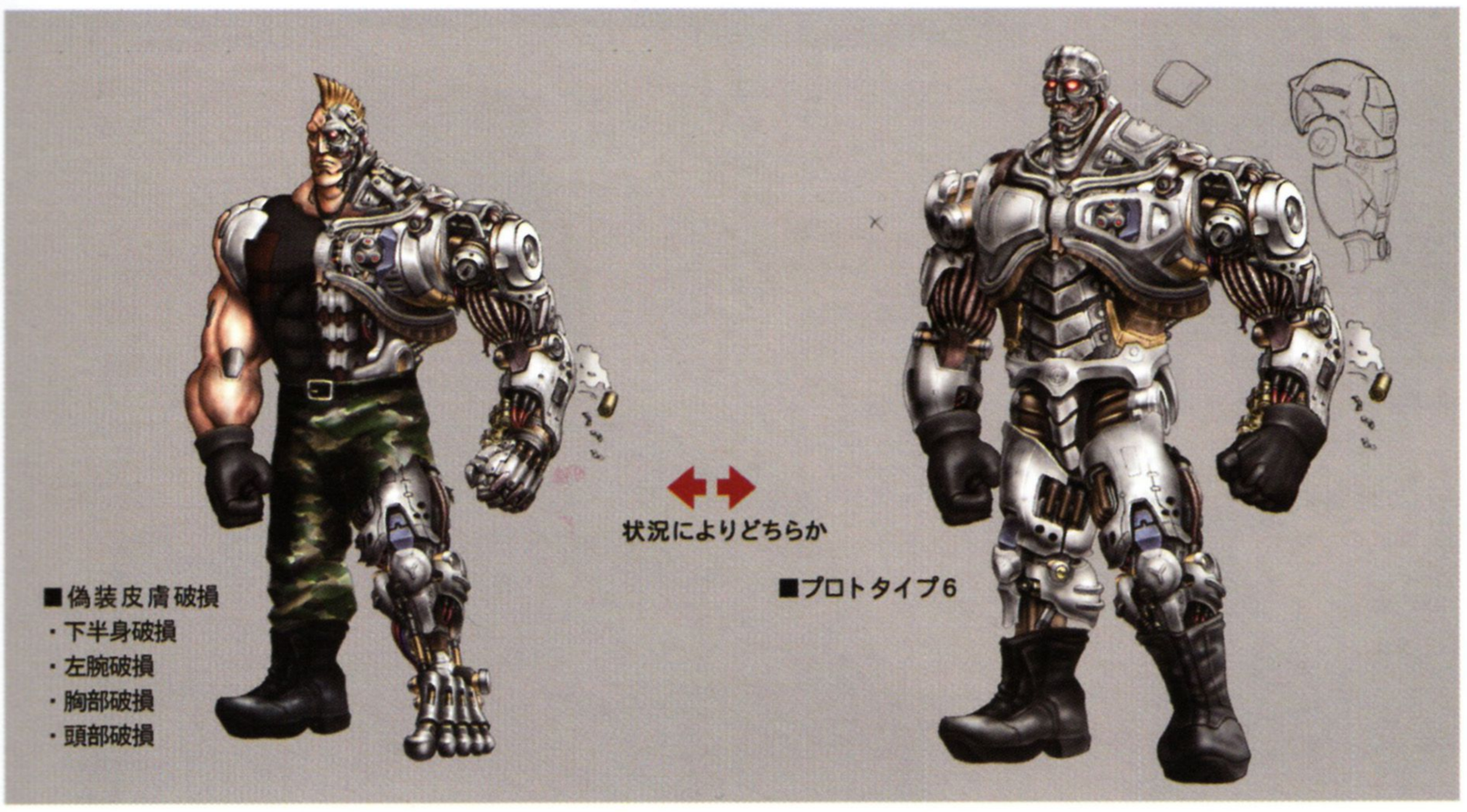
達磨ヘア

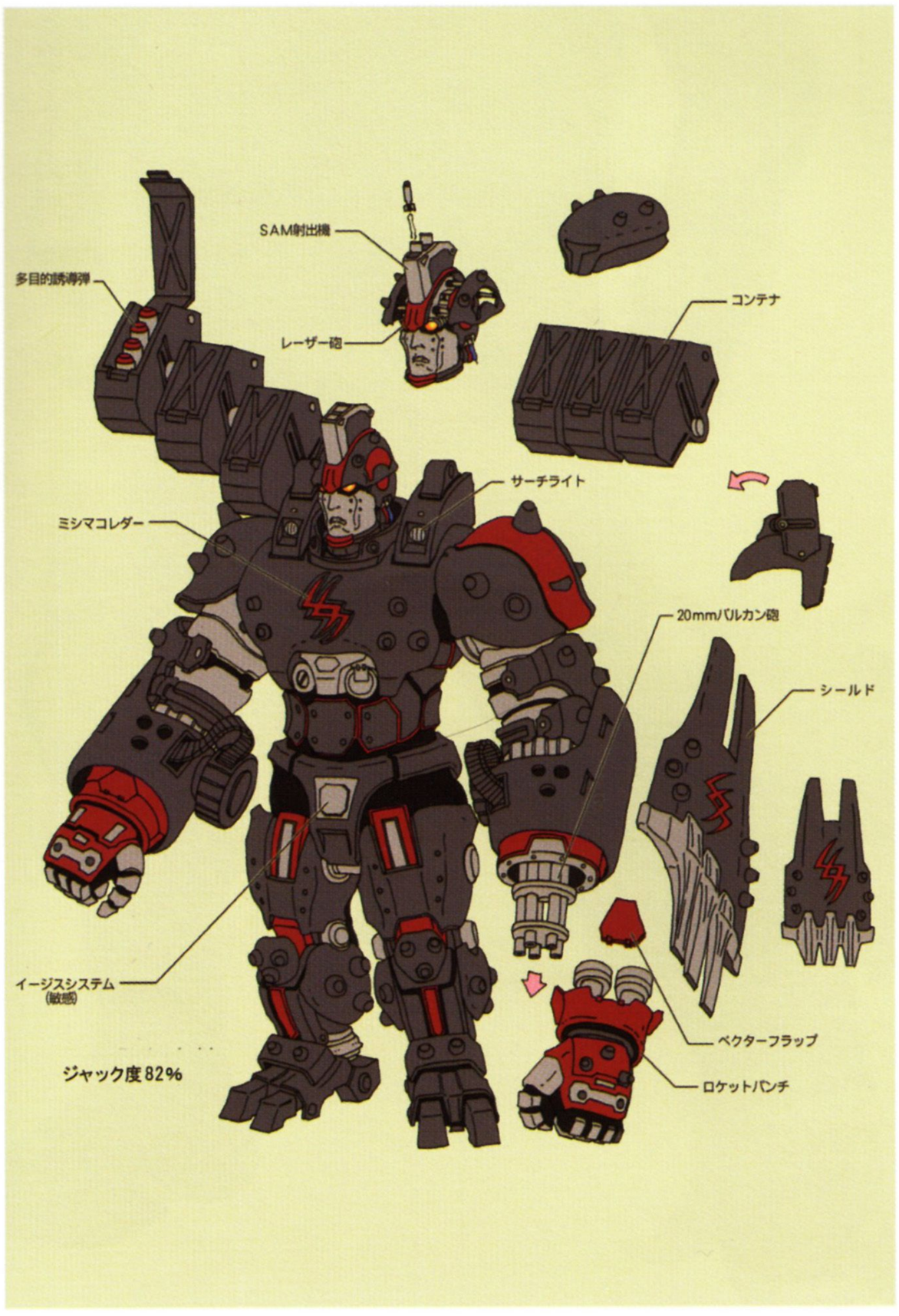
BRYAN

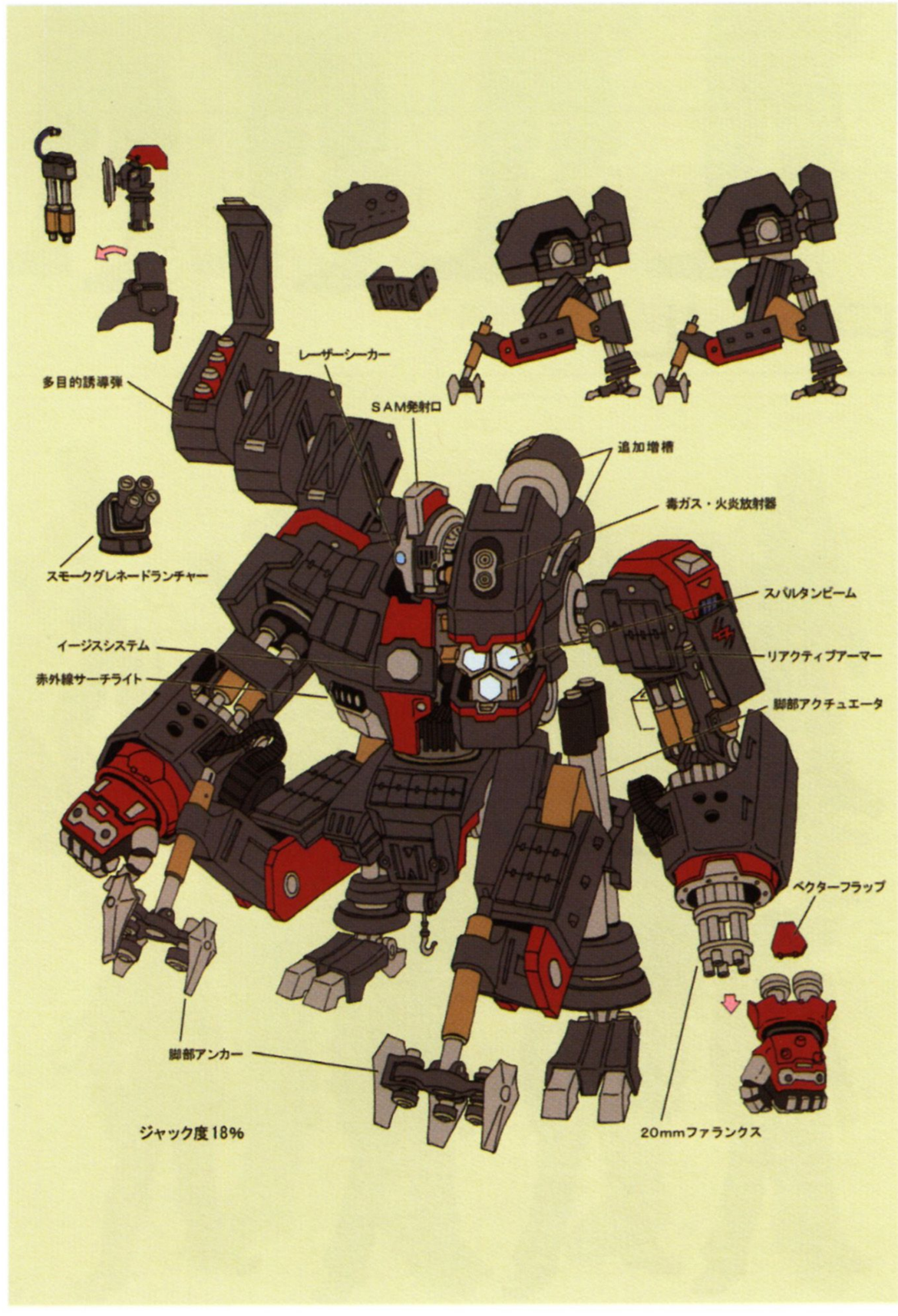
YOSHIMITSU



JACK-6


状況によりどちらか
■偽装皮膚破損
・下半身破損
・左腕破損
・胸部破損
・頭部破損
■プロトタイプ6


SAM射出機
多目的誘導弾
レーザー砲
コンテナ
サーチライト
ミシマコレダー
20mmバルカン砲
シールド
ベクターフラップ
ロケットパンチ
イージスシステム
(破損)
ジャック度82%


レーザーシーカー
多目的誘導弾
SAM発射口
追加増槽
毒ガス・火炎放射器
スモークグレネードランチャー
スパルタンビーム
イージスシステム
リアクティブアーマー
赤外線サーチライト
脚部アクチュエータ
ベクターフラップ
脚部アンカー
20mmファランクス
ジャック度18%

LAW

PAUL

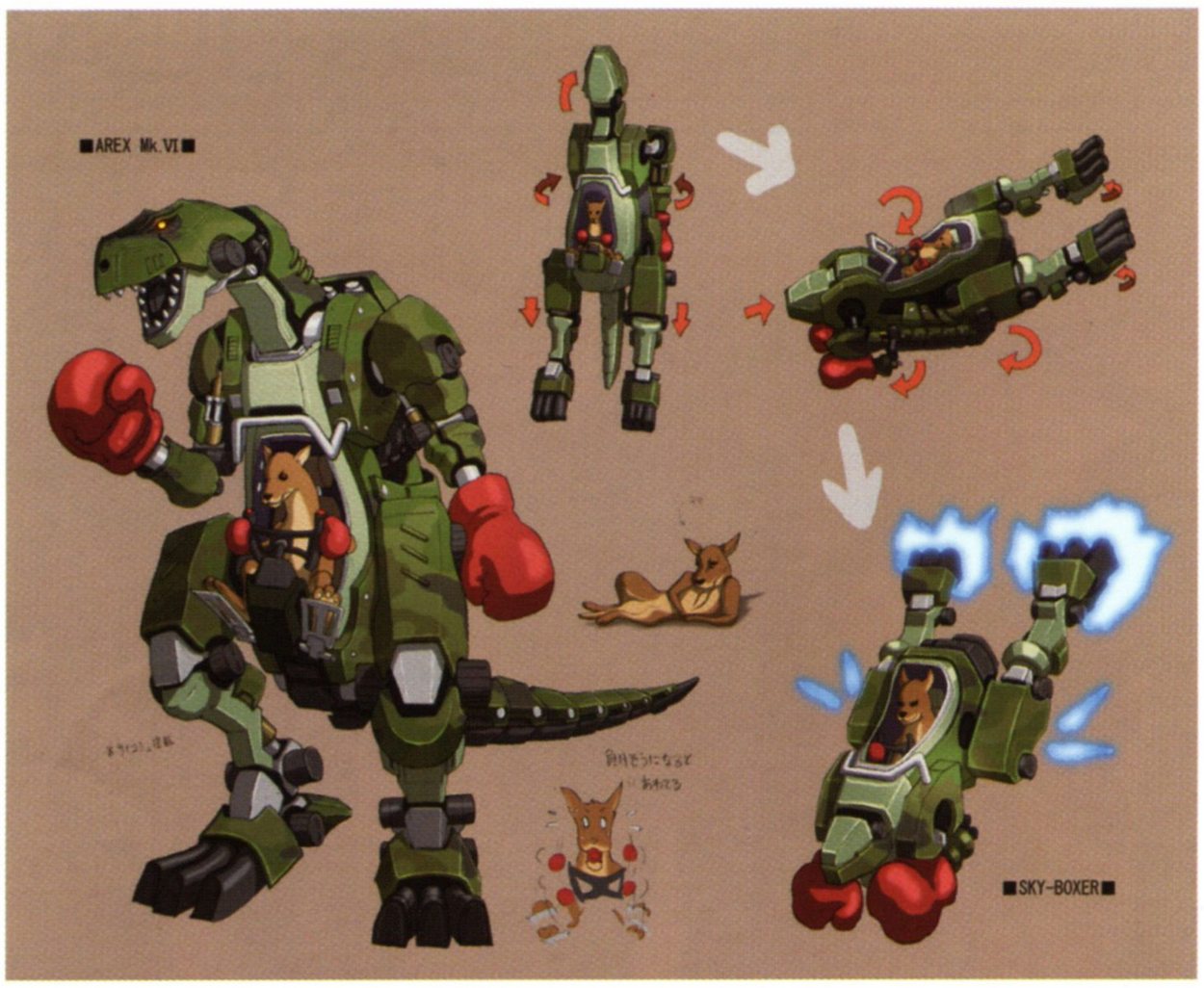
LEI

STEVE

LEE

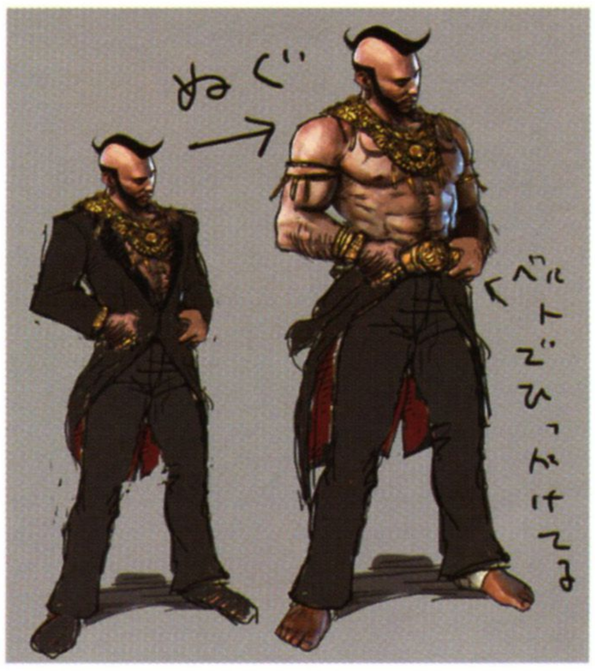
BAEK

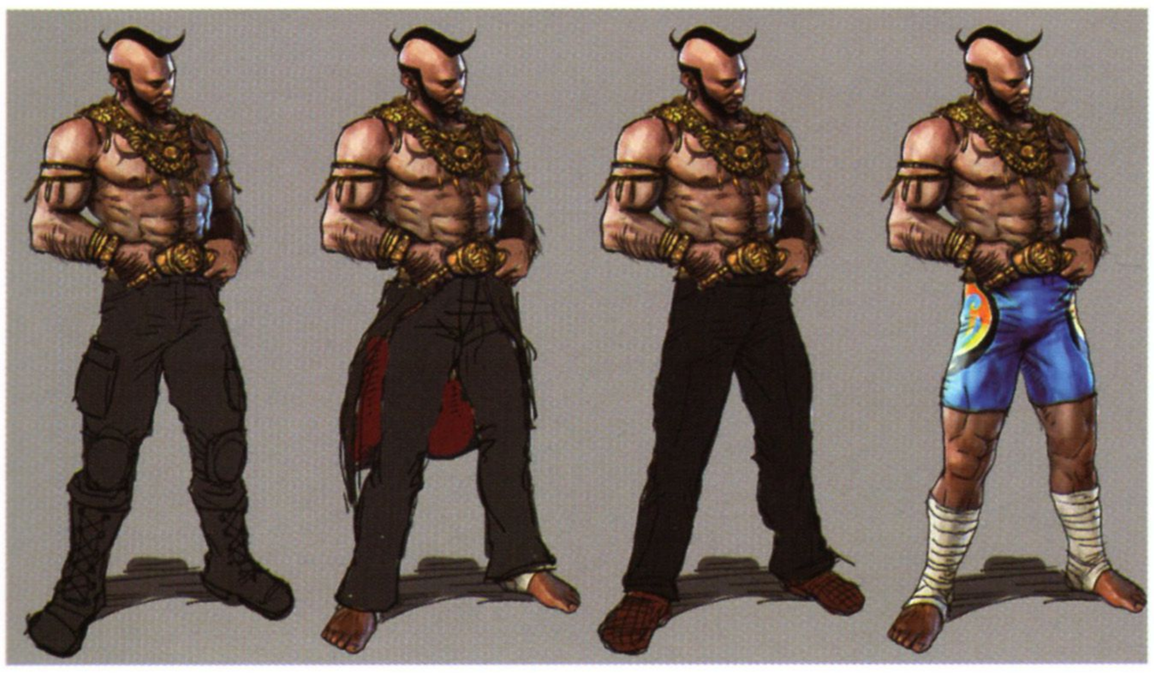
ROGER Jr.



KUMA /PANDA

BRUCE





WANG

GANRYU

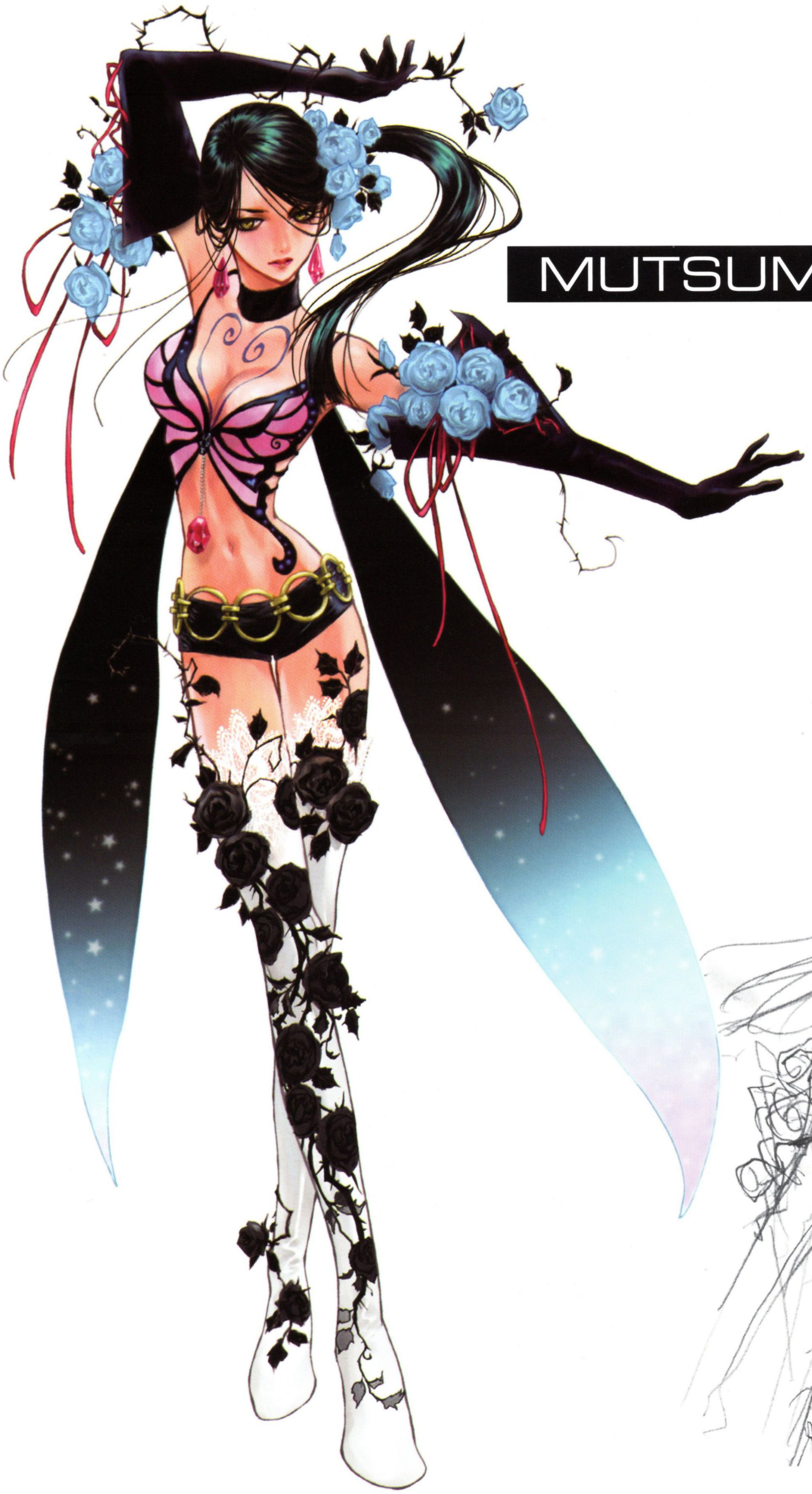
EDDY

DEVIL JIN

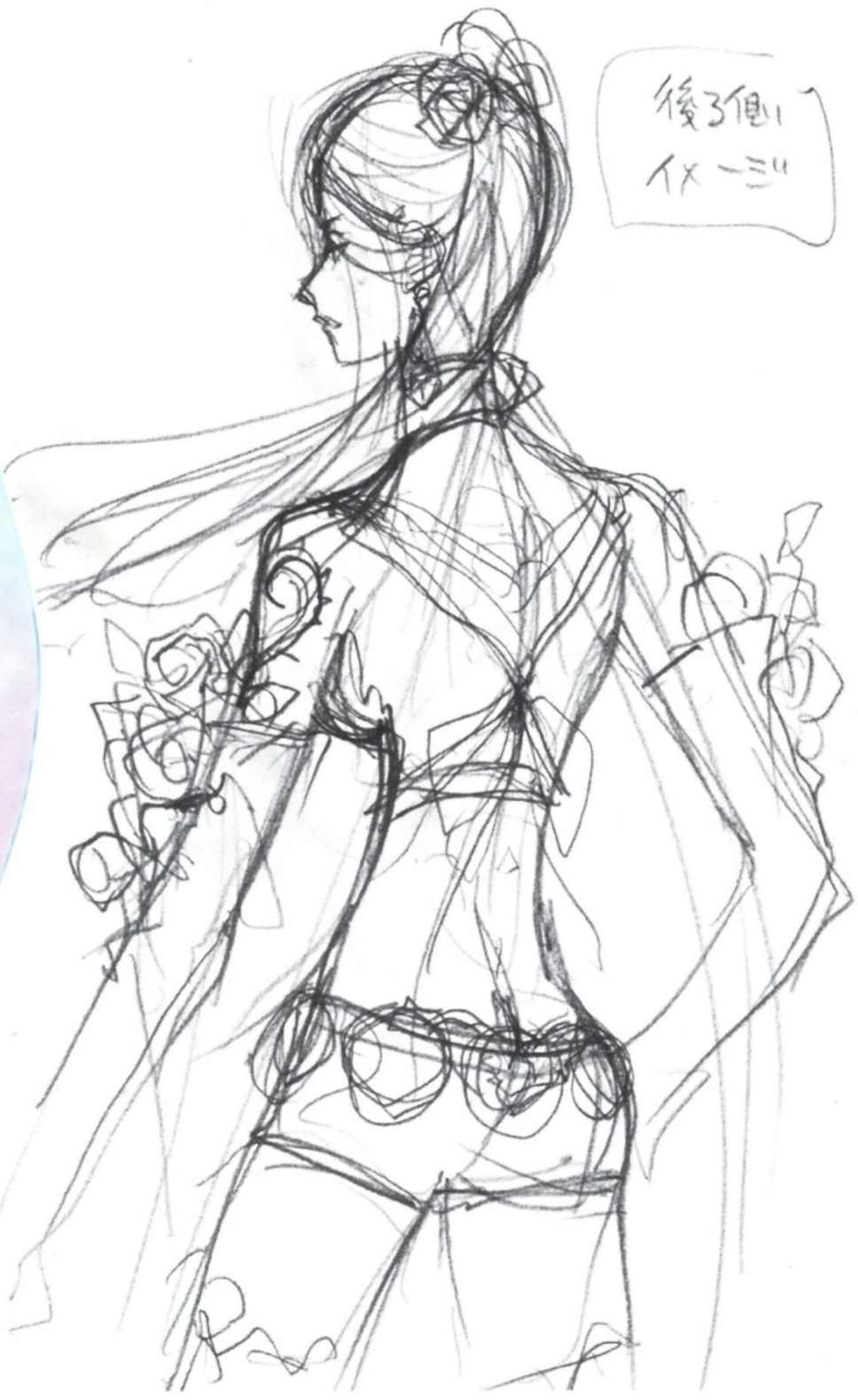
■獣化
・上半身＋腕　獣化
下半身　獣化
顔獣化
・ドラゴン翼＋
悪魔の尻尾
■暗黒騎士
・腕部アーマー
・胸部アーマー
・脚部アーマー
・バックラー
・ヘルメット
（頭アイテム）
メットのツノは別売りで、
シープホーン、オーガホーン等と
付け替えが可能。他にアイテムが
増やせます（＾ｖ＾）
■クリーチャー系
・下半身ズボン破れ
（皮膚硬質化）
・上半身硬質化
・腕硬質化
・頭部硬質化
※頭髪は帽子枠
ズボンは破らない。
つま先はもう少し恐竜みたいな感じに

EXTRA COSTUME

The following character costumes below are concept art created by famous manga artists.
This collaboration started when Mamoru Nagano and Mutsumi Inomata visited our office for TEKKEN 3.
Ever since, it has been a staple feature of console installments in the series.



MUTSUMI INOMATA



CLAMP

MAMORU NAGANO

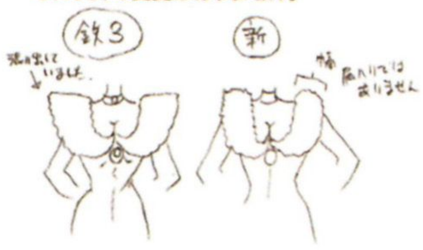
鉄拳6:エクストラコスチューム
アンナ・ウィリアムズ(ゼブラ・アンナ)

基本的なデザインは「鉄拳3」と、同じです。

帽子が3の時よりシンプルな形になっています。
毛皮の毛先のなびきも大きくなっています。

時間に余裕があればで結構なのですが、
アンナの髪型を普通のボブカットに
シャギを入れて軽くした感じにしていただけると嬉しいです

肩の毛皮の形が変わりました。
以前は下図のように肩が張り出していましたが
張り出しはなくもっともこもこしています。
それ以外の変更はありません。



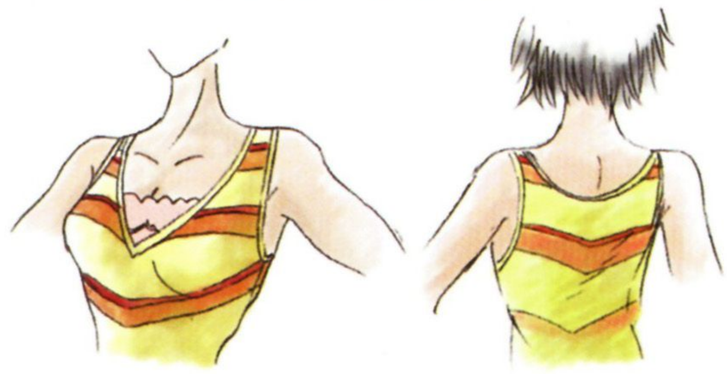
出来るならば、パンタロンのすそのなびきも
やっていただけるとすごく嬉しいです。
アンナの太ももはきっと太いので
なびくのは膝下からだと思いますが

懲りずに新技、またいっとけ!!!
●ハイヒールぶっ飛ばし!
←←←右k(ただし助走が必要。正式コマンドは
→→ホールド・←←←右K)
●アカペイドアロー・ハイヒールコンボ
→→左P・←↓右K(ただし反撃確定、空中コンボ用)

参考用「鉄拳3ゼブラアンナ」

鉄拳6:エクストラコスチューム
風間飛鳥

マフラー:ニットのサーモンオレンジです
ワンピース:ニット、出来るならば毛糸のふわふわがでればいいなあ
基本的に体の線に密着です。たるみはほとんどありません。
カットソー:ピンクです。
ミニスカート:赤のタータンチェック
タイツ:オレンジブラウン
ブーツ:エナメルの黒で光沢は強めに。



髪の毛:ゼブラアンナと同じく、飛鳥も
もともとシャギ入れて軽くなっていますが
さらにシャギを入れて髪を少なくしてください

スカートとタイツとブーツ

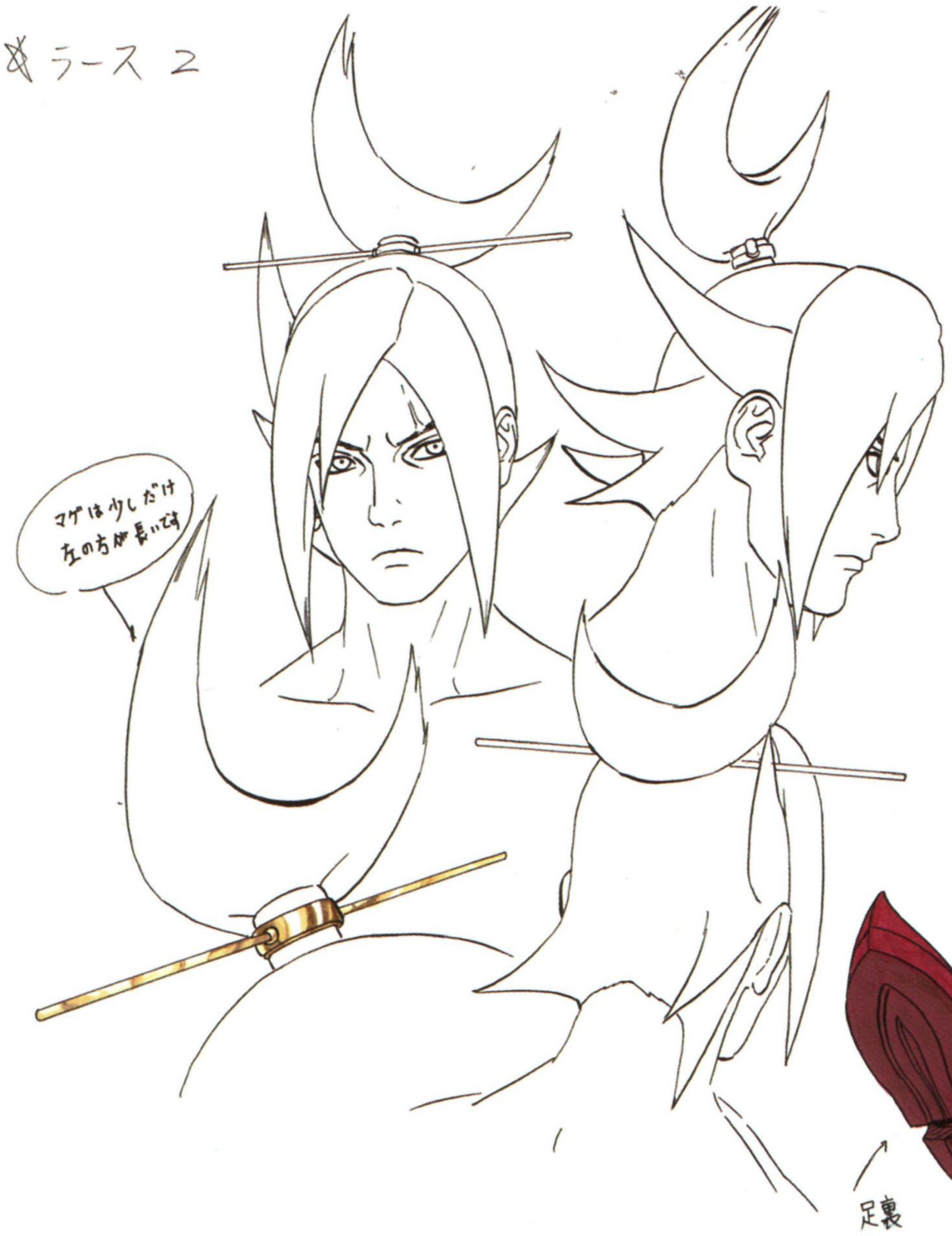
タイツは絶対に透けません。
意地でも透けません

ブーツ、
膝の後ろにスリットがあります
ブーツの膝部分は足と一緒に
曲がらないようになっています。
去年の流行なので持っている
女子社員いるはずです。

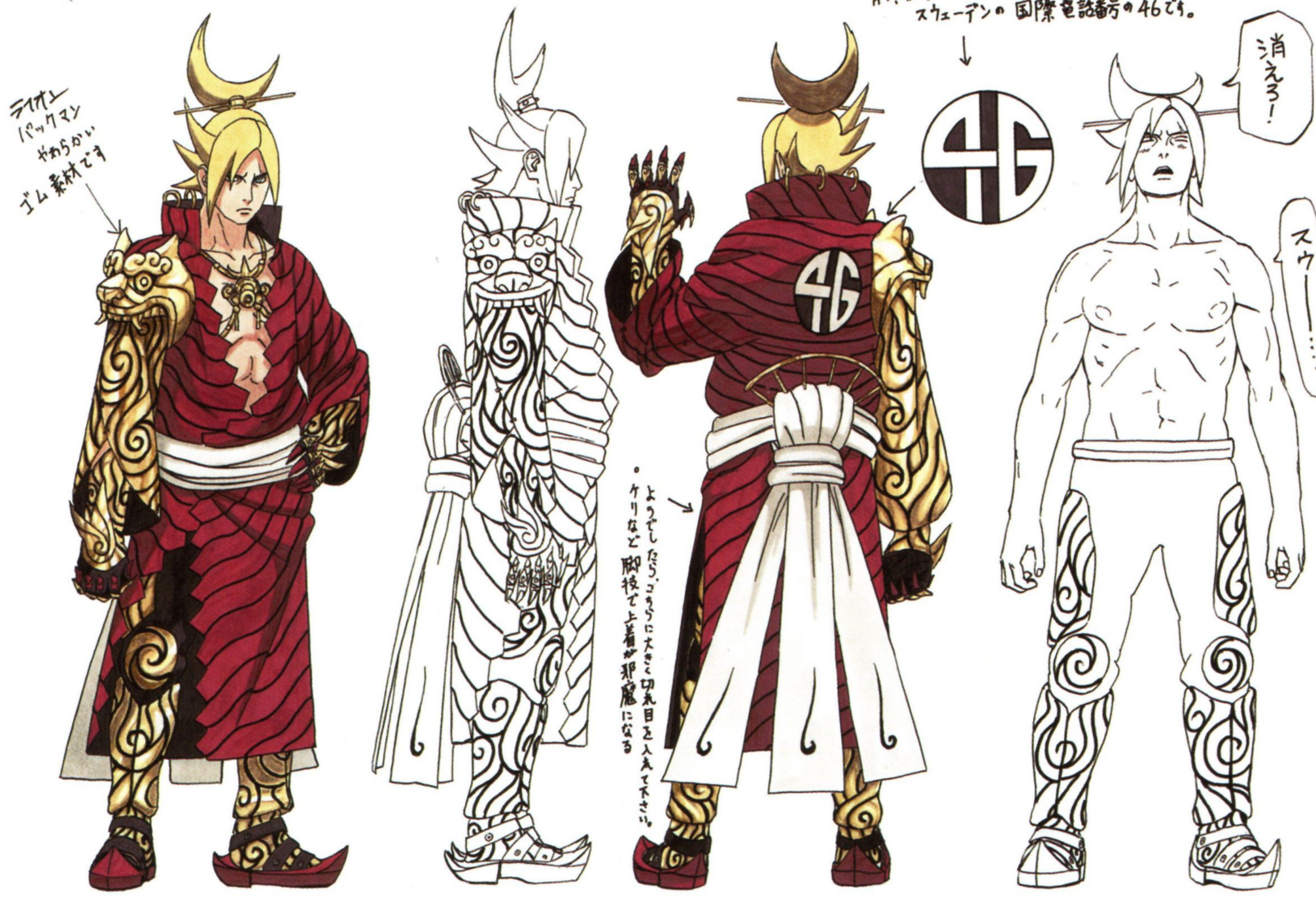
懲りずに新技いっとけ!飛鳥
技名:「いてもーたる」
相手うつぶせ足手前の時のみ発生
相手足もとに近寄って←→RP+LP

MASASHI KISHIMOTO

ラース 2

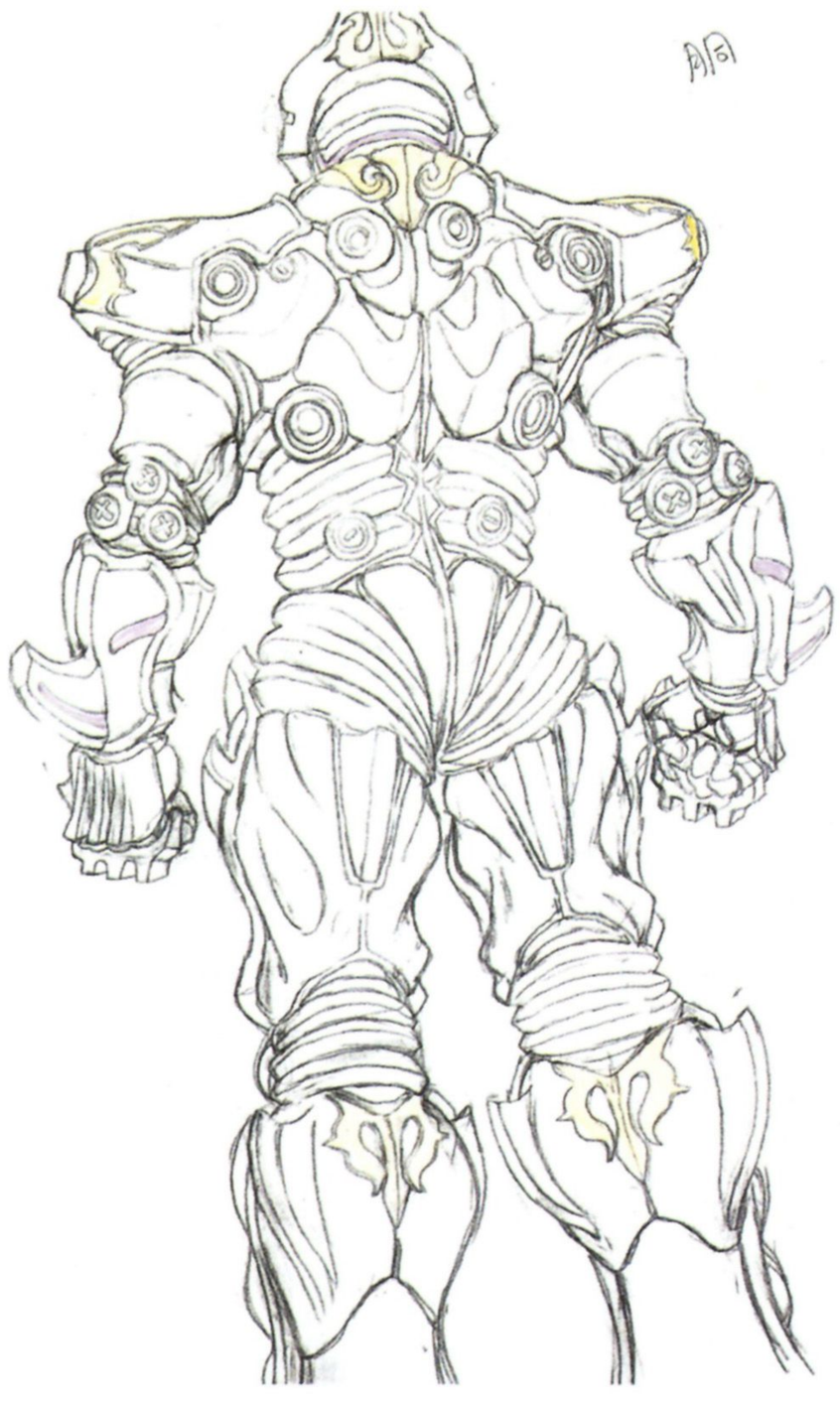


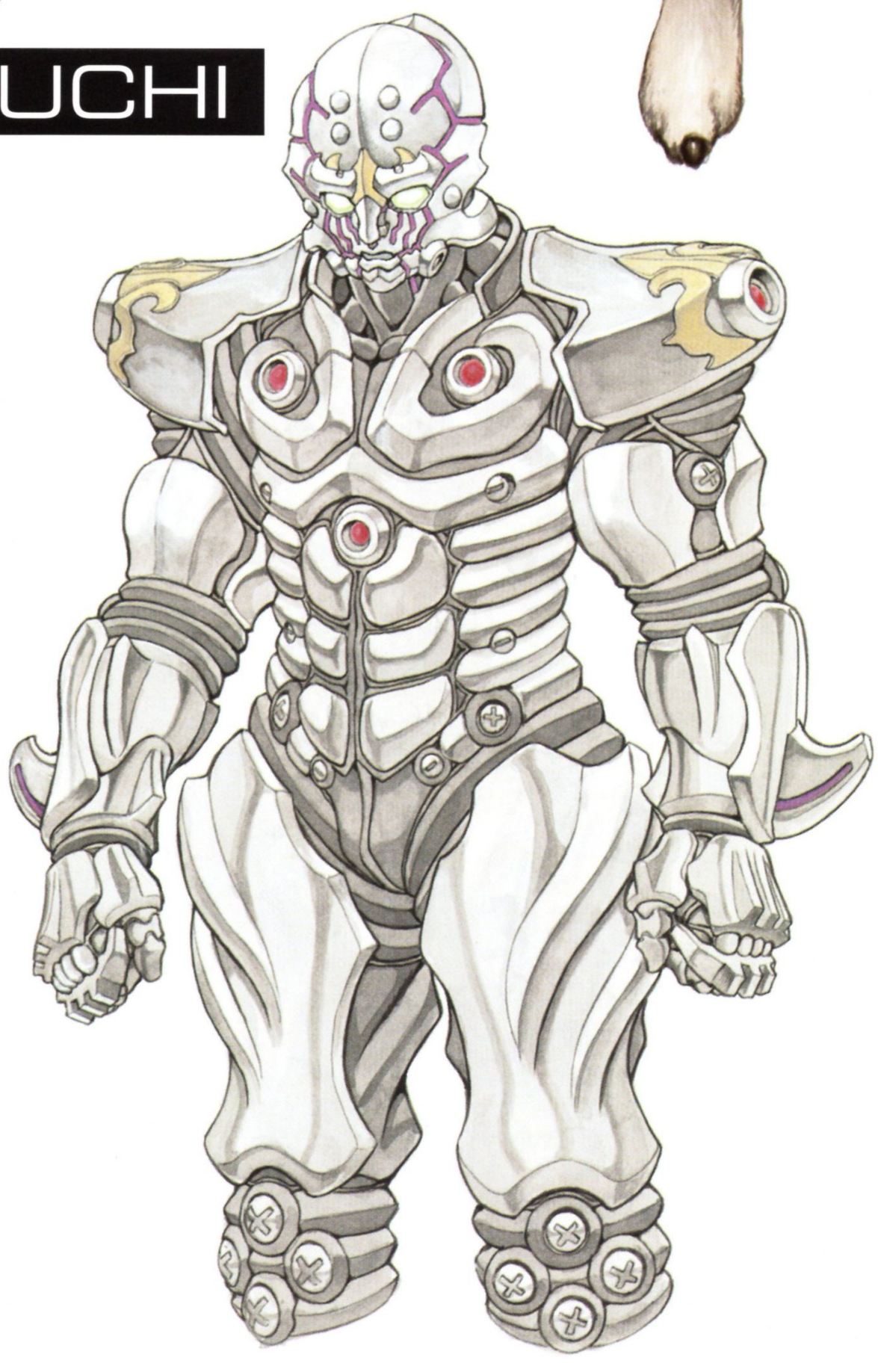
ラース 1



RYOUJI MINAGAWA

TAKAYUKI YAMAGUCHI



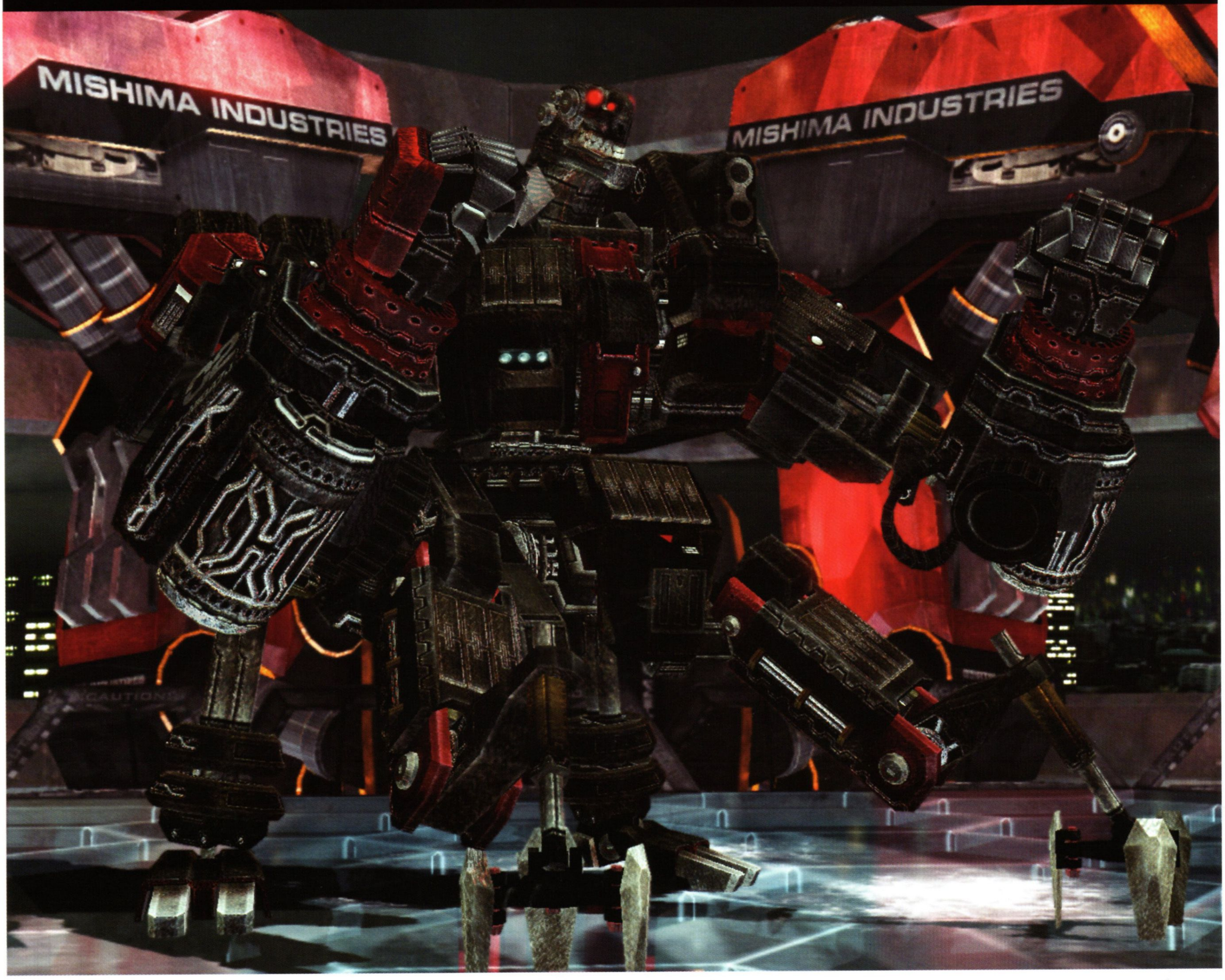


OH!GREAT

TEKKEN6 EXTRA STAGE CHARACTER

NANCY-MI847J

MISHIMA HEAVY INDUSTRIES, LTD.



SPEC

① Armor, Special Features, etc.

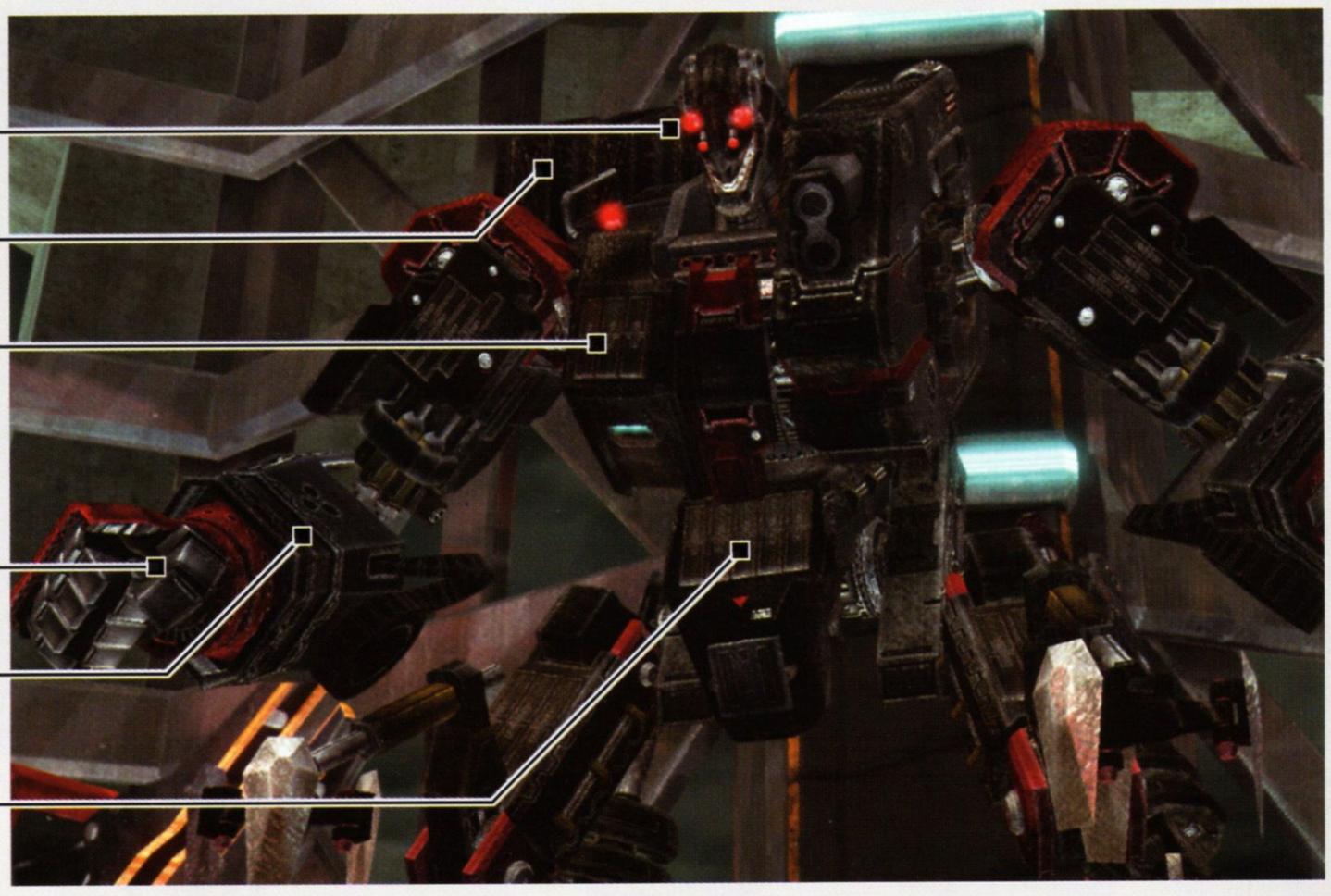
② MLR Rocket Pod

③ MI Type 38 Particle Cannon

④ MI Type 33 Titanium Alloy Multi-Purpose Arm

⑤ 30mm Multi-Barrel Rotary Cannon

⑥ MI New Type ECCM
(Electronic Counter-Counter Measures)



Development Cycle of the APS-equipped Point Defense Robot NANCY-MI847J

·The King of Iron Fist Tournament 1

·Russian military robot JACK-1 deployed to assassinate Kazuya Mishima.

·Kazuya seizes Jack-1

·Kazuya defeats Heihachi, replacing him as head of the Mishima Zaibatsu, and sets base of operations in Hokkaido.

·The King of Iron Fist Tournament 2

·Mishima Heavy Industries, previously manufacturer of construction equipment, begins development of weapons and robots for military use.

At the same time, research of animals for military applications began at Mishima Zaibatsu Biotech Laboratory.

·Efforts to develop military robot prototype "MI400P(Mishima Industries 400 Prototype)" were unsuccessful.

·After the birth of Roger, a kangaroo trained for combat, Mishima Zaibatsu ceases development of robots for military use .

·Heihachi defeats Kazuya and resumes his former position as head of the Mishima Zaibatsu.

·The King of Ironfist Tournament 3

·Under order of Heihachi, Mishima Zaibatsu subsidiary Mishima Heavy Industries begins production of weapons systems for land, sea, and air based operations.

·The ""JACK Program"" is started to develop military use robots based on the Russian developed JACK-2. Work on a prototype at Mishima Heavy Industries is resumed.

·Prototype "MI421P" explodes, resulting in failure. The following eight prototypes also end in failure.

·The "MI421" model was further refined and a pivot gun system was added to the improved ""MI470"" model, however a major flaw was found in the pivot gun system equipped on both arms and production was cancelled.

This marks the end of the JACK program at the Mishima Zaibatsu.

·Physics scientist Jane completes the GUNJACK.

·Heihachi Mishima, head of the Mishima Zaibatsu, orders development staff to begin work on a new combat robot for military use. As a result, a new robot development team was formed in the research arm of the Mishima Zaibatsu.

·The King of Ironfist Tournament 4

·The conflict between the Mishima Zaibatsu and G Corporation intensifies.

·Lee Chaolan, head of a manufacturer that produces humanoid robots for hand-to-hand combat, announces their latest product "Combot" will enter the King of Iron Fist Tournament.

·Mishima Zaibatsu private military unit, the Tekken Force, consigns Mishima Heavy Industries to develop a support robot that could be carried on amphibious assault craft.

·Mishima Heavy Industries completes development of a combot robot "MI-M512" to support marine forces.

·Eight "MI-M512" robots were created for combat. The units were to be used for scouting urban warzones and defending low-altitude airspace, but frequent friendly fire incidents led to them being pulled from the field. They were subsequently used mainly in transporting ammunition and provisions. The "MI-M512" was largely seen as a failure and production of the unit was terminated.

·The Tekken Force consigns Mishima Heavy Industries to develop a machine with a multi-purpose arm capable of moving ammunition and supplies, and also removing obstacles.

·Mishima Heavy Industries develops a new machine without weapons based on the "MI-M512" with a multi-purpose arm. The individual fingers of the arm are linked to and move in time with the operator controlling it. Two prototypes were assigned to support troops but frequent accidents involving the arm led to it being discontinued. The "MI-M633" was ultimately a failure.

·Heihachi orders development of a robot able to perform without support in urban warfare in possible scenarios in which G Corporation has used bio or nuclear weapons.

·Mishima Heavy Industries begins development of the "MI-700P".

·A physics scientist at G Corporation, Jane, completes development of an assault robot capable of self-destructing, the JACK-4. Development of the newer model JACK-5 begins soon after.

·The King of Ironfist Tournament 4 ends.

·There is an assassination attempt on Heihachi in which a squad of JACK-4 robots sent by G Corporation self-destruct, aiming to kill Heihachi in the ensuing explosion.

·The King of Ironfist Tournament 5

·While the whereabouts of Zaibatsu leader Heihachi Mishima are unknown, the Mishima Heavy Industries combat robot development team creates the prototype "MI-700P".

·Mishima Heavy Industries is assaulted by G Corporation JACK-4 forces.

They try to resist the attack using the "MI-700P" prototypes, but they are destroyed along with most of the factory, by the JACK-4 squads.

The development team leader, Nancy Dietrich, is killed in the attack.

·After the attack, the combat robot development team at Mishima Heavy Industries commences development on the "MI-800P" secretly and without authorization. The concept was to create an independent point defense robot to be used in a scenario in which bioweapons, nuclear weapons, or self-destructing JACK-4s may be used by the enemy.

·Development of the prototype "MI-800P" is completed in an underground Mishima Heavy Industries facility. Further development to improve its warfare capabilities immediately commences.

·The Mishima Zaibatsu biotech laboratories and Mishima Heavy Industries are once again the target of a large scale G Corporation offensive.

Mishima Heavy Industries executives decided to deploy the "MI-835P" to intercept G Corporation forces. A single prototype succeeded in destroying a unit of 37 JACK-4s. Based on the data gained, development of an improved model began.

·The King of Ironfist Tournament 5 ends.

·Jin Kazama becomes the new head of the Mishima Zaibatsu.

·The Mishima Heavy Industries combat robot development team, along with executives loyal to Heihachi, covered up research on the point defense robot "MI-840".

·The King of Ironfist Tournament 6 Begins

·The conflict between Zaibatsu head Jin Kazama and the G Corporation further intensifies, drawing the rest of the world into the conflict.

·The "MI-840" development is discovered by the Tekken Force and Jin Kazama.

·The development staff and executives involved in the cover-up are called by Jin and go missing.

·The missing personnel were thought to have been terminated, but they show up at work a month later.

·The development team swear allegiance to Jin Kazama and commence a new project aimed at protecting the head of the Mishima Zaibatsu. Their true motives are unclear.

There were rumors regarding what happened during the month they were missing, but none of them appeared to have been coerced or brainwashed.

·Development of a new model, codename "NANCY-MI847J" is complete. The official name is "Mishima Heavy Industries ""BLOODY NANCY"" Type 847 Japan".

MODEL NAME	POINT DEFENSE ROBOT Mishima Heavy Industries "BLOODY NANCY" 847J	Powerplant	Multi-fuel diesel engine and gas turbine engine. Diesel engine used when cruising, gas turbine used in combat encounters for increased mobility.
CODE NAME	NANCY-MI847J		
Dry Weight	82t	Combat Radius	Roughly 240km
① Megawatt COIL Laser x 2	Two laser ports and cameras located on the head. Designed for missile defense, the lasers weaken the missile's housing, causing it to become unstable and break apart in mid-flight. The lasers can also be used to eliminate snipers in urban environments. The two lasers, when concentrated, can penetrate glass and reinforced steel.		
② MLR Rocket Pod	A newly designed pod capable of firing mortar rounds, SAMs, and other ordinance.		
③ MI Type 38 Particle Cannon	Designed by Mishima Heavy Industries for intercepting tanks or JACK squads. It has limited range but is very effective in close-quarters battle.		
④ MI Type 33 Titanium Alloy Multi-Purpose Arm	Not used in combat, the arm was designed to unload cargo or move obstructions during operations. The fingers are not controlled by NANCY, but by a soldier operating remotely.		
⑤ 30mm Multi-Barrel Rotary Cannon	After firing off the arm, this Gatling gun can me used against armor, infantry, or aircraft.		
⑥ MI New Type ECCM (Electronic Counter-Counter Measures)	This device is used in response to ECM, however the effective radius is reduced due to its compact size. The exterior looks like a type of reactive armor, but is actually made up of panels that reflect electromagnetic waves.		
Armor, Special Features, etc.	Armor is comprised of depleted Uranium, Boron carbide, and Titanium alloy, making it impervious to even close range AFPSDS attacks. In addition to the standard suspension, the legs contain special charges used in emergency evasive maneuvers. This allows NANCY to quickly jump to rooftops or evade incoming missiles and explosions, however it places a great strain on the structure and can only be used three times max. NANCY was designed for use in situations involving bioweapons, nuclear weapons, or self-destruct capable robots like JACK-4. Detailed specifications are unknown.		

TEKKEN6 ART BOOK

PUBLISHED in Autumn 2009

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